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SU

SINCLAIR USER

TEENAGE MUTANT HERO TURTLES™

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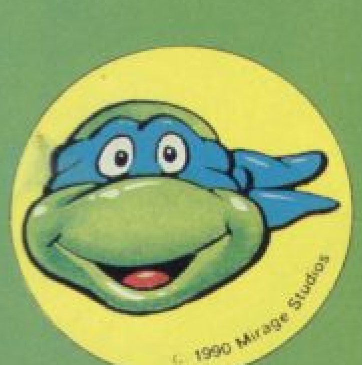


EXCLUSIVE! HERO TURTLES **PLAYABLE DEMO!** + THE FIRST REVIEW!

PANG

DEMO OF THE SU CLASSIC

9 770262 545014 12



SIX OF THE BEST

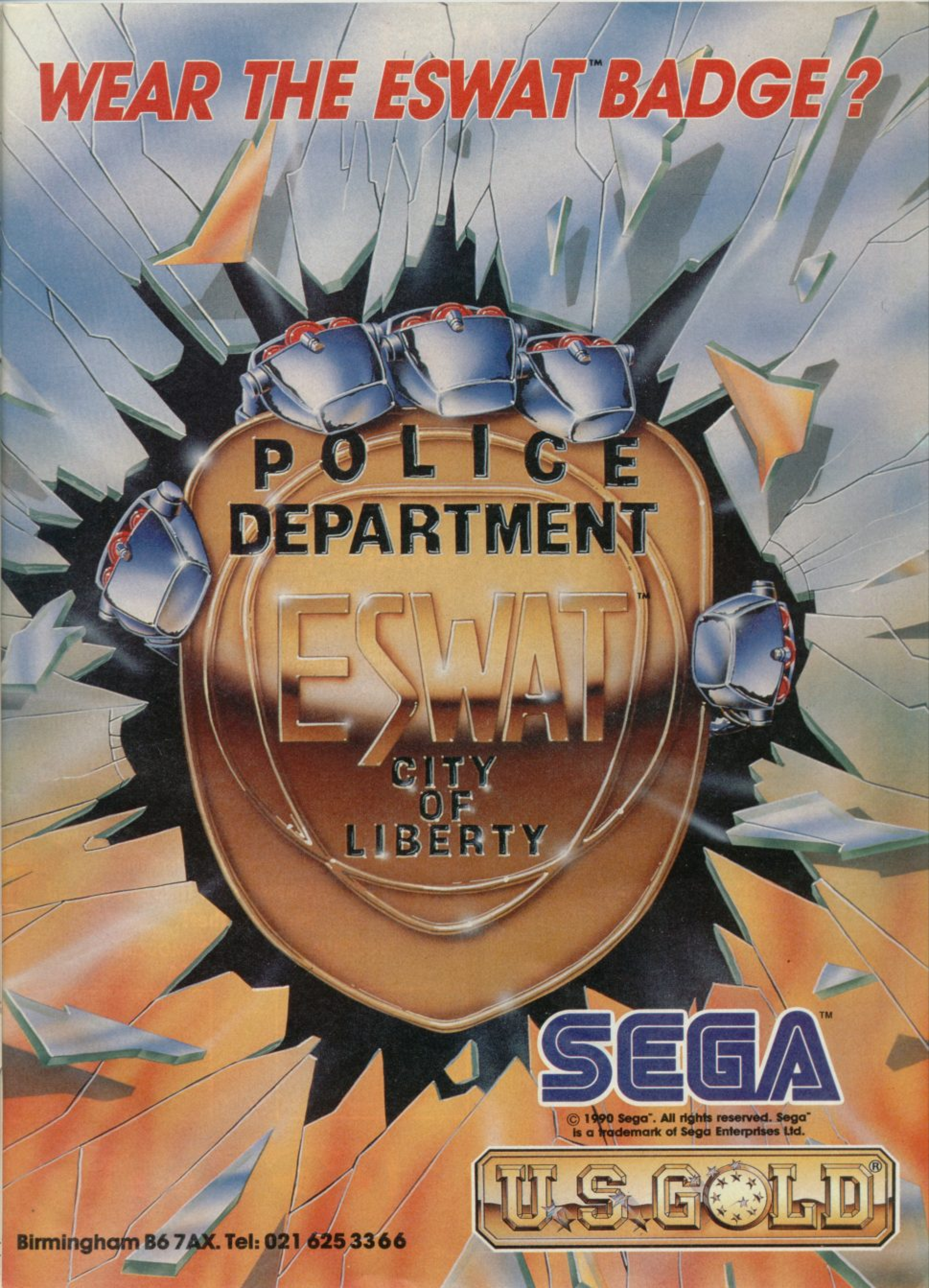
Turtles, Pang, Crystal Castle
Galvan, 10th Frame, Blackbear
and Captain Poke's load-in Cheat



You've broken through enemy lines, you've captured the Rapier machine gun ... now you have got to get back to base ... but first you will have to cross the Line of Fire.
Get your trigger finger ready for unlimited fire power, pilot high speed powerboats through white water rapids, aircraft through dense jungles, advancing, reversing, circling 360°, dodging helicopter squadrons out to get you.
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TOO
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Use your Rapier machine gun to blast your way through enemy lines ... mega devastation with a single button.
The other operations were Sunday picnics compared with this one.
Getting in was tough – getting out alive will be damned near impossible!
Line of Fire – 'This time they've gone too damned far!'
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DAMAGE
DAMAGE
Spectrum version
L·O·F L·O·F
Amiga version
DAMAGE
Spectrum version
L·O·F
Amiga version
ESCAPE MAP
GONE DAMNED FAR!"
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.
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Atari ST version
Amiga version
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SU
SINCLAIR USER

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Welcome to the December issue of SU. We're bristling with colour pages, up to date reviews of all the latest software. 100 pages of joystick popin' action along with all the ususal marlarkys. SU - A bodacious read so stop wastin' time! Read it!

Turtle Comp 18

Copies of the Turtles 'How It All Began' vid, T-shirts, Turtle Glugger drinks. posters and all manner of Turtle-y fab prices to be won, testing your Turtle knowledge to the full.



Software

Six of the Best 9

Turtles crazy dudes this month! with still SIX (count 'em), pieces of the latest and greatest code all on one cassette! This month the Teenage Mutant Hero Turtles grace our tape with a playable demo. So too, does Ocean's 128K only Pang - slap this in and see the best graphics ever seen on the Spectrum! There's also, Galvan, 10th Frame, Crystal Castles and Blackbeard - FULL games to send you into a games frenzy!

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It's the pages with the razes. If you need help then look no further than the Hacking Squad. While you're there, why not see if you've had anything published and become a member of the Hacking Squad?

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It's your pull out Turtles poster and won't it look great on your wall at home. It's double sided too with a Hacking Squad KEEP OUT! poster to keep everyone away when you're busy hacking into some game!

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Your very own pull out section. Just carefully undo the staples and voila! A magazine within a magazine packed with interactive fun.

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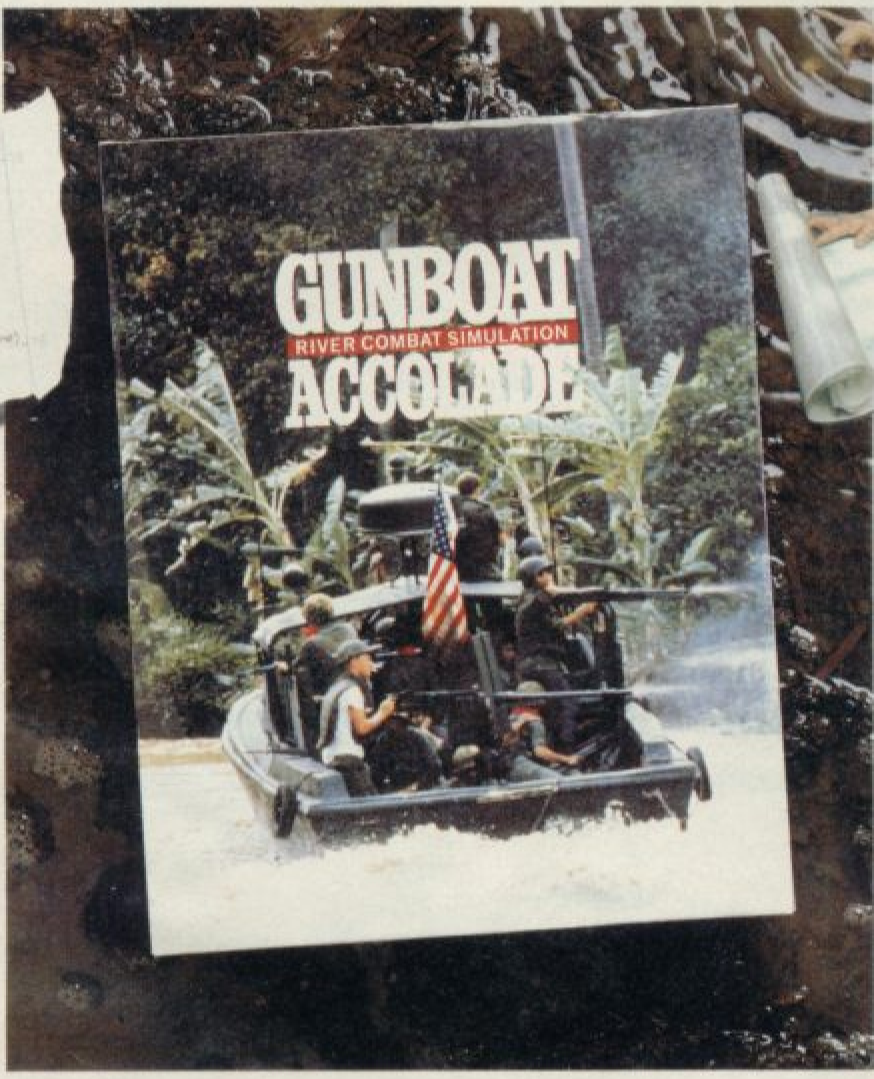
Small Craft Warning.

Prepare for a storm. Of bullets. *Gunboat.*™ Eight tons of U.S. Navy firepower crammed into a 31 ft. hull.



The fastest, most agile arsenal ever to turn 29 knots up a jungle river.

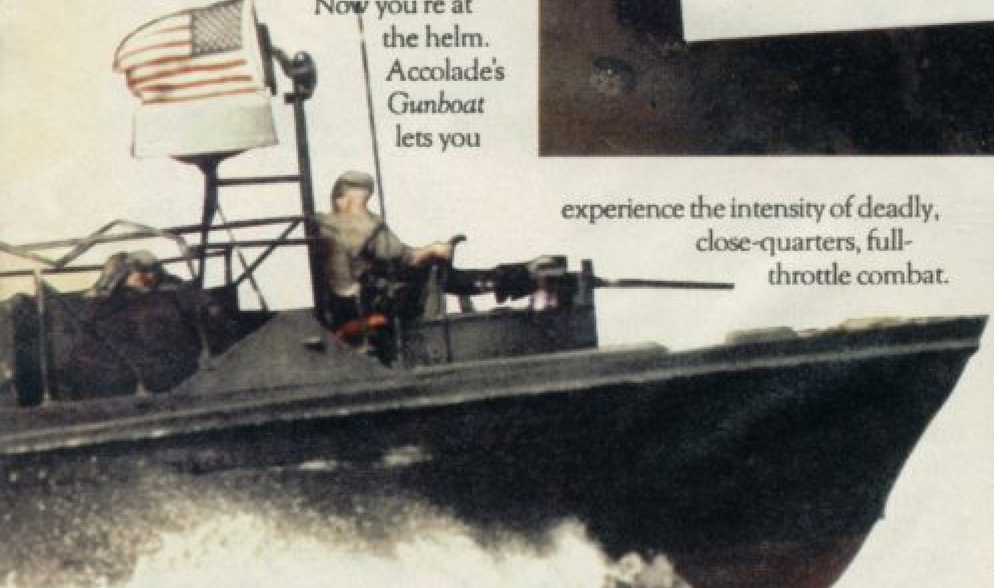




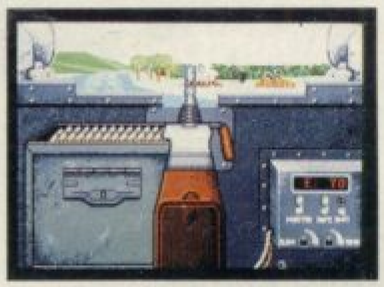


Climb aboard an authentically detailed river patrol boat (PBR) and get a 1st-person perspective from 4 battle stations.





Now you're at the helm. Accolade's *Gunboat* lets you experience the intensity of deadly, close-quarters, full-throttle combat.



River combat, where an enemy ambush lurks around any bend, up any canyon or by any bridge.

Uncoil twin M60 machine guns and grenade launchers on renegade Viet Cong, Panamanian rebels and the murderous Colombian drug cartel.

They're all on the river. Waiting.

Polygon-fill animation and bit-map graphics immerse you in the steamy reality of 3 sweltering combat zones. Twenty missions lie ahead, in countries where the mortar fire is as thick as mosquitoes.

Gunboat. The water's about to get rough.

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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SIX OF THE BEST

Well, cover me in jelly and custard, put a cherry on my head and say I'm a trifle excited - this month's Six of the Best covertape has indeed done the unimaginable and outperformed last month's, an impossible feat which brings with it the threat of the entire structure of Newtonian space-time disappearing into a black hole of its own creation.

So before we're all sucked into oblivion, slam your tape in and experience the wonder that is Six of the Best Spectrum programs just for you from SU...





TEENAGE MUTANT HERO TURTLES

Cowabunga! Another radical exclusive - a playable demo from Mirrorsoft's forthcoming Teenage Mutant Hero Turtles game, programmed by those righteous dudes at Probe!

The demo is described as a "snippet" of the whole game, which has 35 levels in which the four Turtles battle their way through sewers, across rooftops, through mazes, underwater and into buildings to rescue April O'Neil and Splinter, prevent the evil Shredder from destroying a dam, and finally defeat the villain in his lair!

The game is played in two main sections - a top-down maze-like view of the whole city, around which you have to guide the Turtles avoiding tanks and soldiers, and searching for their wagon and for manhole covers. Descend through a manhole and you enter the side-on section of the game, in which you have to swim underwater, climb over buildings, and fight off Shredder's minions.

This is a fully playable demo in which you can play any of the four Turtles, Raphael, Donatello, Michaelangelo or Leonardo. Each is armed with his particular ninja weapon, and in this demo with an extra weapon including shuriken, super shuriken or boomerang.

CONTROLS

Q Up A Down O Left P Right Space Fire H Hold S Select weapon Enter Character select screen



GALVAN

A blast from the past - this complete playable version of the Nichibutsu coin-op Galvan comes courtesy of lovely lovely Ocean. You play Galvan, last survivor of the Cosmo Police. Your task is to eliminate all adversaries in the technocaverns of the planet Cynep. These include androids, robots and aliens; your task would be impossible without the help of the Power Pyramids scattered throughout the caverns.

You start off without any weapons, so your priority is to find the Power Pyramids left by your comrades or dropped by space-suited adversaries. These give you energy and extra weapons; Fist, Gun, Arc Blaster and Blue Bolt Neutralizer.

Each cavern contains hordes of enemies, culminating with a multi-headed demon. Each head spits laser bolts and has to be killed separately.

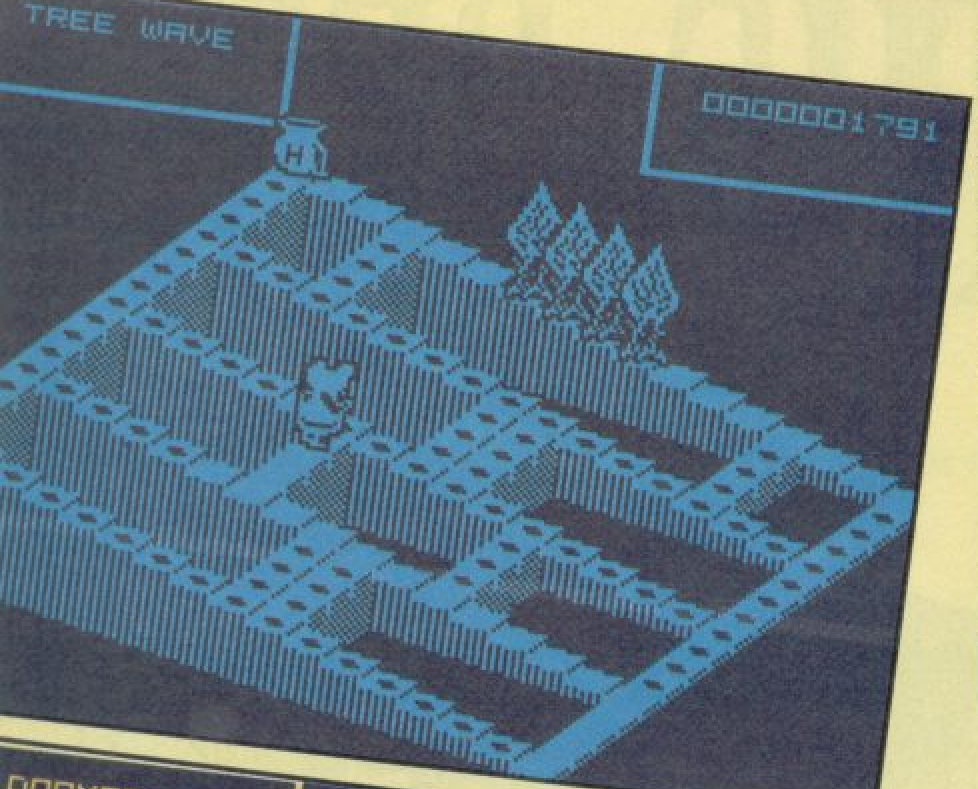
There are bonus points awarded for zapping underwater sharks, stingrays and giant demons. Remember that some parts of the demons can only be shot effectively if moving.
Current score, high score, lives remaining and power are shown on screen.
Hints; contact with the hovering triangle causes temporary paralysis. It's easier to jump onto steps than to walk onto them.

CONTROLS

Kempston, Cursor, Sinclair, and Fuller joystick options; redefinable control keys.
Joystick;

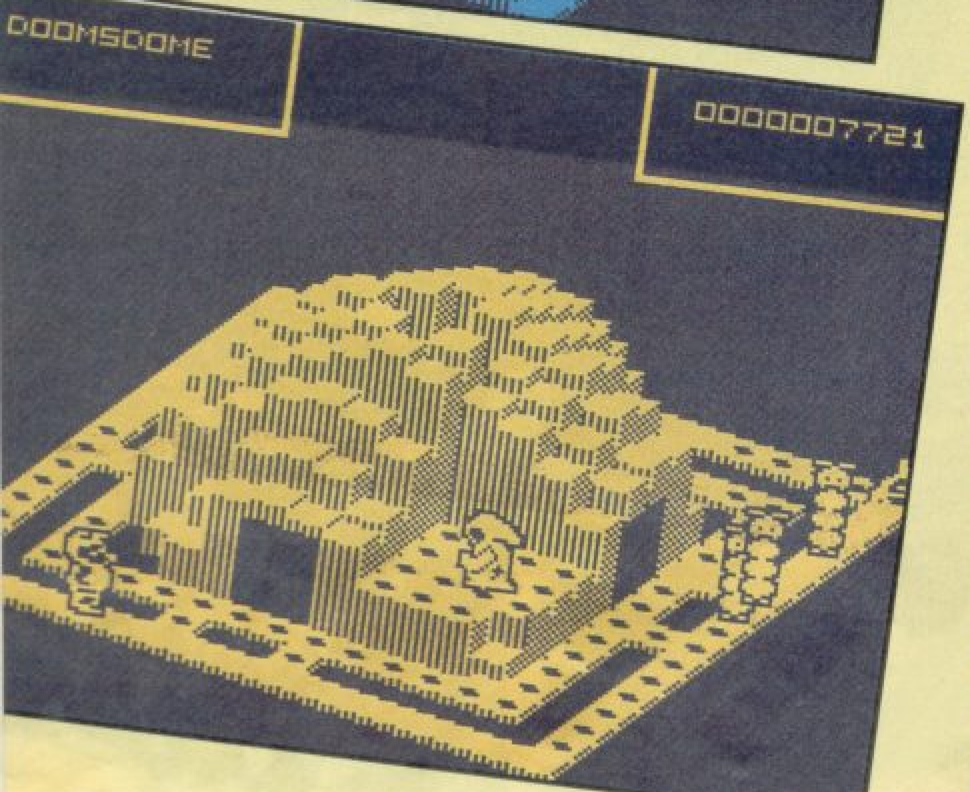
Jump
Up/Left Up/Right
Go left Go right
Down/Left Down/Right
Duck

Fire - fire weapon or punch Escape - pause



CRYSTAL CASTLES

A complete playable game, the classic coin-op converted by Kixx! You play Bentley Bear, a gem-collecting ursine who has to explore 18, 3-D structures floating in space. Use lifts, ramps, tunnels and hidden passages to explore, but watch out for threats such as the Mad marbles, which will take the shortest route to reach you, the Tree Spirits, which you can freeze for a moment by jumping over them, the Skeletons, which move at random, the Gem Eaters which you can destroy by attacking them in mid-gulp, Berthilda the Witch who you can only destroy if you find the Magic hat, and the bees which will attack you in a swarm if you linger too long on one screen.
The Honey-Pot gains you bonus points, and since it and the hat cannot be negotiated by the nasties you can use it strategically. There's a bonus of 1000+SCREENx100 awarded for clearing the last gem on the screen, so don't let the nasties get it. The last gem is sometimes hidden under the hat.
Extra lives are awarded every 10,000 points. Screens are loaded six at a time from the B-side of the tape.

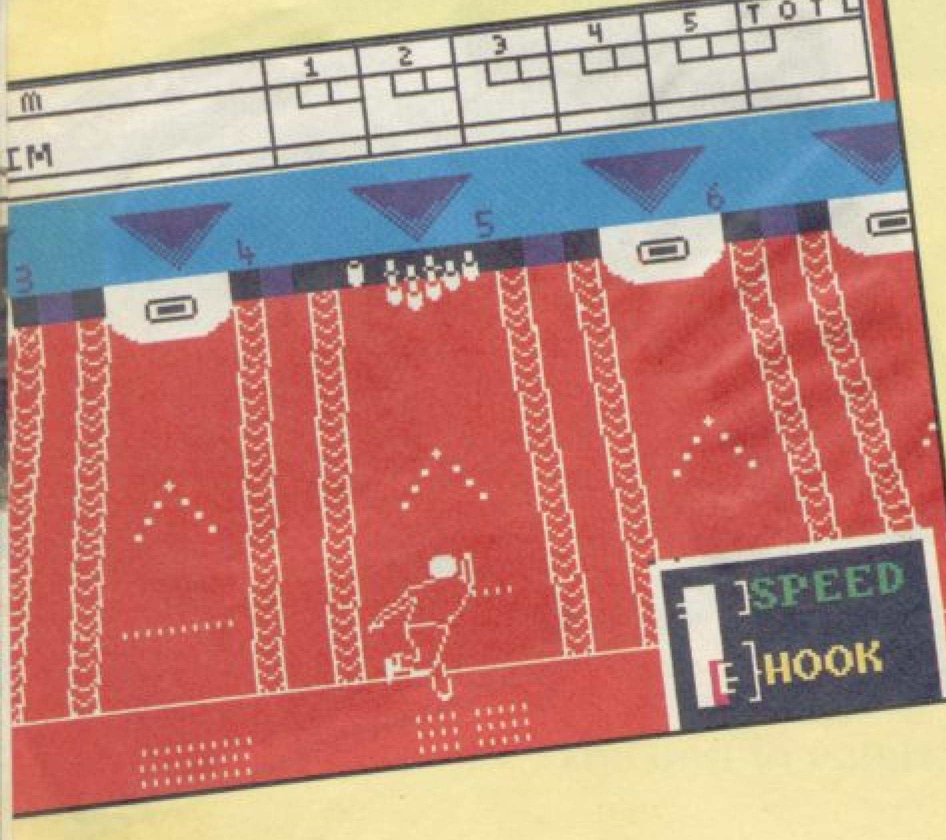


CONTROLS:

Up Q Down A Right P Left O Jump M

10TH FRAME

Another complete playable game! Kixx's 10-pin bowling simulation from Access features automatic scoring, realistic animation and team play options.
Press L and up to 8 players can take part in League mode, and you must supply information including team name, number of players, players' names and ability and number of games to play. Or press O for Open bowling.
Ability levels; K for Kids - speed of ball is set automatically and the ball will go straight.
Amateur - throws are affected by the speed level and amount of hook.
Pro - accuracy in using the speed/hook meter is critical.



CONTROLS:

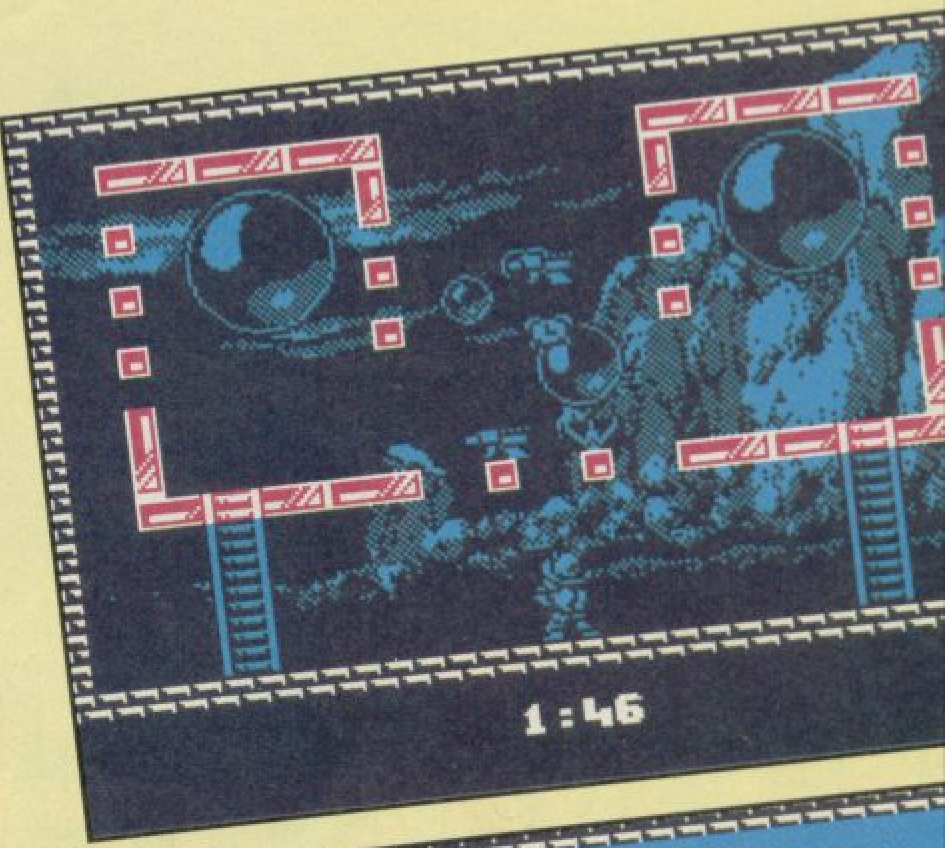
Push joystick forward to activate the mark, and position it left/right. Position the bowler by pulling the joystick back to deactivate the mark then using left/right.
To bowl, press the fire button and release it when the indicator reaches the desired zone. Set the hook by pressing fire when the indicator is in the hook zone.
The scoreboard shows the scores for the last five frames, and an overall score appears when each frame is completed.
A game consists of ten frames; a strike counts 10 pins with the first ball plus the total number of pins

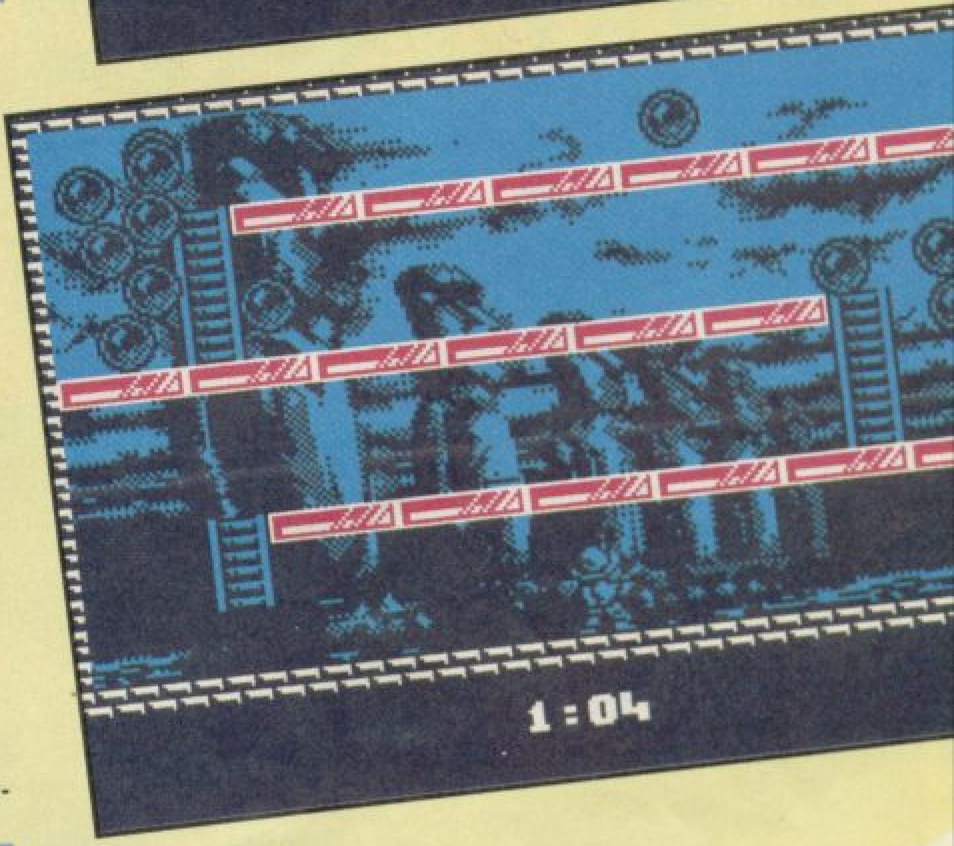
knocked down by the following two balls (shown as a square on the scoreboard). A spare (knocking down the ten pins with two balls) counts 10 pins plus the number of pins the bowler knocks down with the first ball in the next frame (spare is shown as a arrow on the scoreboard).
When you fail to make a strike or a spare, only the knocked down pins count and no scoring is carried over to the next frame. A perfect game is twelve consecutive strikes to score a maximum of 300. This includes one strike for each of the ten frames plus one strike for each of the two extra, or bonus chances you receive for scoring a strike.
Is that clear? Thought not.
Caps Shift/Break returns you to the menu screen, press P from the select screen to restart from the first frame without changing names. Press D from the select screen for a demo.

SIDE 2

PANG (128K only!)

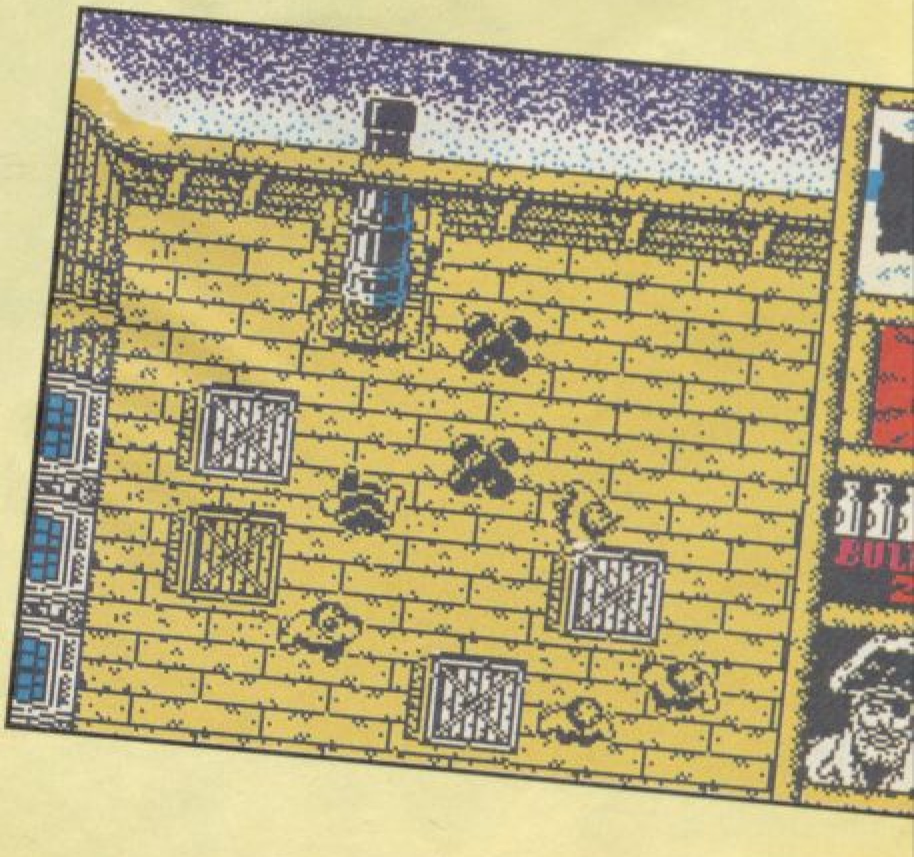
This month's second amazing exclusive preview is a playable demo of four levels from Ocean's forthcoming conversion of the Mitchell coin-op - complete with full music.
Programmed by ARC Developments, of Forgotten Worlds and X-Out fame, Pang is a crazy romp around the world, in locations including Easter Island, the Galapagos Isles and many others!
There are fifty levels in all, through which you have to guide an intrepid explorer around platforms and up and down ladders. Armed with a rifle, and various bonus weapons such as sticky webs, shotguns, and time-slowing clocks, he has to fight off bouncing balloons ranging from the small to the enormous. Each time he hits a balloon, it splits into two smaller ones; he also has to look out for hazards such as disappearing platforms.
The completed game has 17 world locations to explore, each with its own musical theme. The demo has four levels from the middle of the game - they're not too hard, but they're not too easy either!
The demo is one-player only, but the finished game will have a two-player mode.
Follow the on-screen instructions for keyboard or joystick controls.





BLACKBEARD

Another exciting complete playable Kixx original from Toposoft, Blackbeard is a pirate adventure taking place on the ship of the notorious Red Beard, who has stolen your treasure map.
The map lies inside one of the many chests hidden around the ship, but the members of Red Beard's crew will do their utmost to stop you finding it.
As you move around the decks you will find knives and pistols. Knives will only kill pirates, but pistols will also open chests, so use them sparingly as ammunition is limited.
Chests may contain potions which will give you extra lives, immunity for a limited time, guiding lights, or cannonballs which will destroy your enemies' entrances. Some chests cannot be opened until you have opened all the others in that room. Chests and barrels will also protect you from enemy fire.
Move to a staircase and press the fire button to move from deck to hold or cabin.
On the right hand side of the screen are indicators showing your lives, weapons and energy (displayed in the form of bottles of rum). Collect and drink rum to restore your energy, but watch out for spiked bottles which will leave you drunk and helpless.
Yo-ho-ho, me hearties!



SU CREW DATA

SINCLAIR USER

GARTH SUMPTER



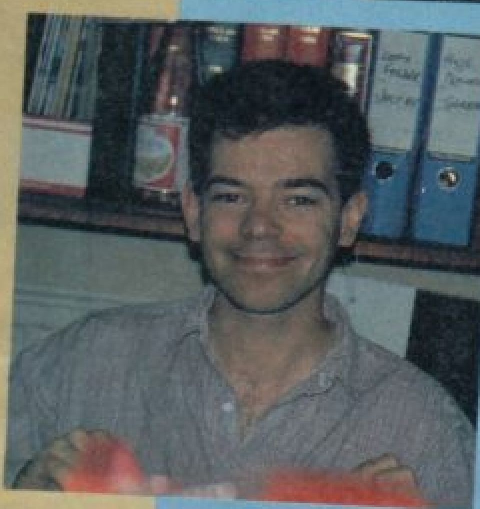
Not so much a man, more a metaphor, Garth Sumpter holds to Keats' decree that we should "eternally remake ourselves in our own image" (or was that Yeats?). In any case, with his jaunty codpiece and football scarf he takes on the role of Editor as readily as he takes on the responsibility for arranging a peaceful settlement in the Middle East (i.e. not very readily at all, actually.) Garth likes games which challenge his hand-eye co-ordination, or failing that (because of his failing hand eye co-ordination) any game he can win.

ROB 'MAD DOG' SWAN

Old Mad Dog Swan has had a lot of misery in his life. At the age of 4 his parents took to leaving him on the doorstep in the morning in the desperate hope that the milkman might take him away with the empties. No such luck and here, just a few years on and people are still trying to avoid him. Described by Albert Scrotum, the Northumberland poet as: "A man of mild eccentricity who walks the gossamer thin line that divides the truely gifted from those who have been touched by divinity" He was also described by a psychiatrist as "An pure example of the Barking Mad!" This of course doesn't mean that he lives in Barking, it's more to do with the fact that he goes "Woof!" Rob likes fast games, that he can get his teeth into (after he's chased them up the street on all fours), and his favourite games are Paperboy ("Woof!"), and Mailstrom (Woof, HOOOOWWWL!). He is single and lives in a high security home in Chatham.



CHRIS JENKINS



Despite recent press reports that a Christopher Jenkins of Ogmore-by-Sea has been admitted to MENSA at the age of 7 with an IQ of 178, our Chris (age 30 of Shrewsbury) shows no sign of developing beyond a mental age of 11. Unable to complete an afternoon's reviewing without tanking up on jelly babies, he explains his MA in English from Oxford University as "an extremely unlikely but feasible administrative error of massive proportions". His favourite games are "violent ones, but with ickle-pritty graphics".

OZMOND 'TURNCOAT' BROWNE

Some of us remember 'Turncoat' when he was a full-time saboteur on SU. Since leaving us (boo, hiss!) and going to work on MEAN MACHINES (something to do with consoles apparently), 'Turncoat' Browne refers to his time at SU as 'my blues period maaahn', which is less to do with rhythm and more to do with fact that he always used his favourite colour for ALL colour pages. He's well-known for hanging around Amusment Arcades and punctuates his visits with trips to work and a monthly appearance at Bow St magistrates' court. The 'Wiz' (as he likes to be known) has a particular choice in games. Anything containing superb graphics and good pistols. Mr Browne is single but goes out on dates with all his friends girlfriends and lives 'anywhere I hang my hat maaahn!'



GARY WHITTA



* Universally revered as the country's greatest authority on computer games, handsome, virile Gary was voted "1990's most desirable man" by the Page 3 Girls Association. Daring pilot, adventurer and underwater demolitions expert (his motto, "Big Bubbles, No Troubles"), Whitta is so wealthy that he no longer needs to work, but deigns to give his opinions on computer games for the benefit of the plebs. Asked about his favourites, he replies "They're all rather tedious - I'd rather be riding my prize Arabian stallions or extinguishing an oil rig inferno."

*This paragraph contains approximately 17 lies.

IT'S MIND BLOWING ...IT'S TNT

Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.



Hard Drivin'

The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.

"A stunning conversion... it plays brilliantly" C&VG
"A sure fire hit" Sinclair User
"Near perfect conversion" ACE

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APB

A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!

"Straight from the coin-op... a must for all fans" New Computer Express
"Great fun... pretty hard... keeps you coming back for more" Zero
"A must buy!" Crash

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Toobin'

Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.

"Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun" The Games Machine

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Xybots

The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.

"Simple, addictive and entertaining, Xybots will make your day" Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express

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Dragon Spirit

Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?

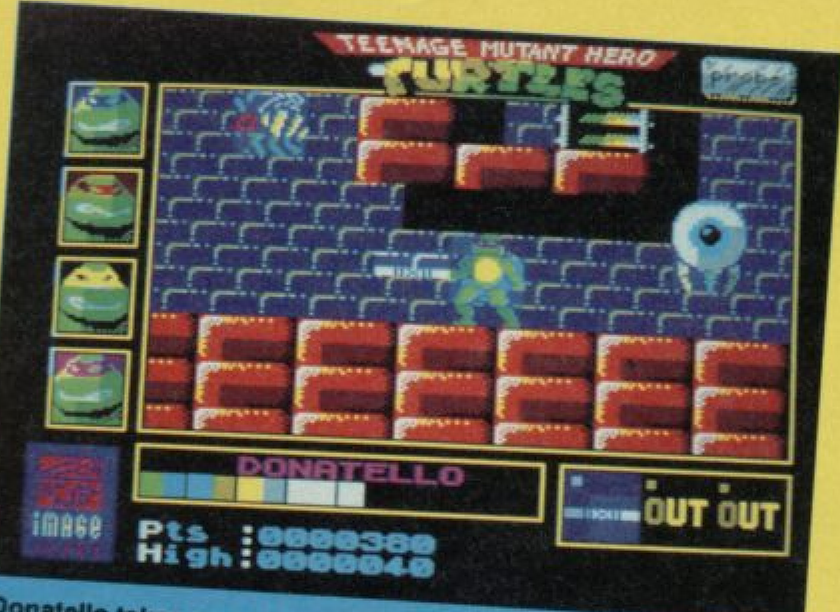
"Accurate and action packed... great graphics and addictive gameplay" C&VG
"Makes the most of the coin-op" The Games Machine
"Another stonking coin-op conversion" Amstrad Action

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Amiga Atari ST Screenshots
Available on: Atari ST, Amiga, Commodore 64, Amstrad, Spectrum

DOMARK



Donatello takes on an eyeball of doom with his trusty Bo. It's a useful device 'cos it take out enemies both above and below.



Leonardo's faced with a dilema. Will he rescue April first or will he take the pizza? It all depends how hungry he is really.

TEENAGE MUTA
TURT

Cowabunga! The Fab Four are here! Bigger than the Beatles those Teenage Mutant Hero Turtles are ready to shell out some punishment as they go up against the foul Foot Clan, in their quest against bad guys and late pizzas with anchovies.

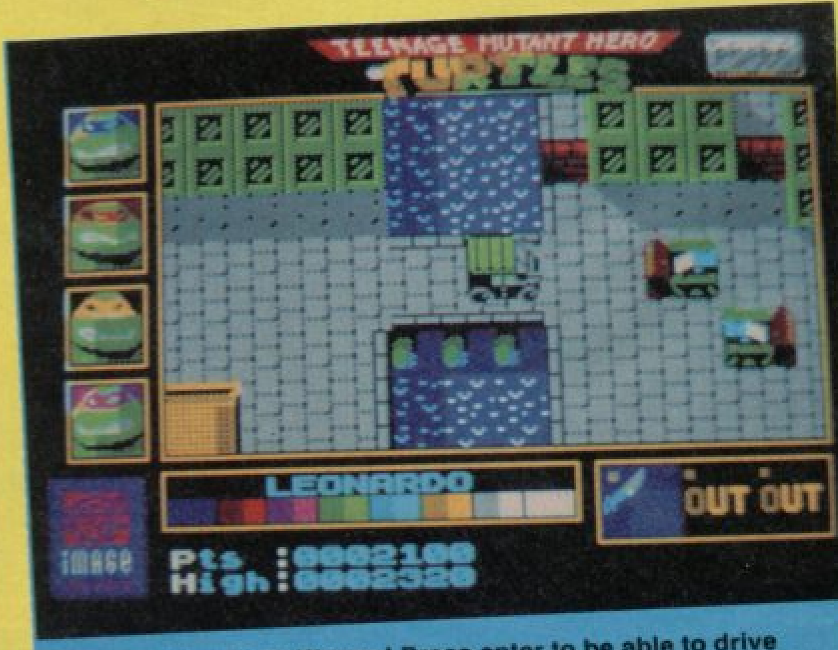
Yes, Mirrorsoft have brought the whole gang together, as Splinter, April O'Neil and the half shell heros, Leonardo, Donatello, Michaelangelo and Raphael, all try to stomp out the Foot Clan and the evil Shredder.

The game comes in five levels, and an opening sequence has Shredder throw down the heavily metal gauntlet, which flushes our boys out into the sewers of New York.

Movement is as you would expect - apart from up which has the boys withdraw into their shells as they leap onto ledges or dodge the attentions of Foot Clan soldiers as they try to find their way through each of the full colour levels. You begin with all four of the guys, with full energy. Don, Raph, Mikey and Leo all have their favourite weapons and you can change the character that you control at any point in the game - especially useful for conserving your turtle's power. In fact, you can eat off the floor in most places, with various sizes of pizza awarding differing levels of energy boost for the tired turtle. At various points in the game, pickups are lying around - weapons, ropes even boomarangs.

SINCLAIR USER CLASSIC

Gameplay and graphics make a game and in this case, a little bit of Spectrum history. The graphics are turtlely brilliant, with colour clash down to a bare minimum and a true depth of gameplay, Teenage Mutant Hero Turtles is brilliant. So, what're waiting for dude? Go get it!



All aboard the Party Wagon! Press enter to be able to drive around and take out some of the Clan's roller cars.



Onto the rooftops, get the rope for a swingin' time. Leo's in good shape at the moment - good shape for a turtle anyway!



And it's off to the dam to deactivate the Foot Clan's fiendish plan to blow up the dam. See that Turtle go!!



It's Shredder and he may be laughing now but by the time you've worked your way to him, he'll be in a awesome temper!

NT HERO LES T.M.





Here's the guardian for the Technodrome. It'll zap your shell off for Turtle kebabs unless you zap him in the eye.

SCORES

Graphics	91	OVERALL 94%	This is THE game for Turtle dudes and anyone who wants to play a great game!
Sound	88		*Label: Mirrorsoft Price: £10.99*
Playability	93		GARTH SUMPTER
Lastability	89		


NARC
TM
NO-ONE HAD THE GUTS UNTIL NOW
NARC The arcade action thriller with the BIG finish.
Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION -
IF YOU GET THAT FAR.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour -
YOU'LL DIE, BUT NOT LAUGHING!
Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big?...
No, he's
MR. BIG!
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CBM AMIGA · ATARI ST
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OCEAN SOFTWARE LIMITED
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IT'S TURTLE MANIA!

Merchandisers are never ones to miss out on a hot trend. Last year it was Batman that got the BIG treatment and this year, of course, it's Turtles.

When Kevin Eastman and Peter Laird came up with their comic strip spoof on the latest superhero teen-trends back in the 80s, they could surely never have dreamed that one day their creations would be immortalised on film, in plastic, stuck on walls all over the world, turned into polyester-cotton sleep sacks, and made into a plethora of games, models and merchandise.

In the USA, home of the Turtles, Turtlemania started early this year. February saw the release of the blockbuster live-action Turtles movie which featured actors in fully articulated Turtle suits designed by Jim Henson and his Creature Shop technicians.

The success of the film prompted merchandising executives all over the world to get on the phone to Mirage Studios and license their creations for a multiplicity of uses.

Teeny Turtles fans and their parents fought pitched battles in US toy stores as they tried to get hold of the latest delivery of Turtles figurines and cuddly toys - a scene which was to be repeated in a British Toys 'R' Us only a few months later.



Such is the height of Turtlemania at the moment, that even the SU Crew (aged old hacks that they are) have been caught up in the craze. Here's a selection of games available for your delight this Christmas.

Here's Garth going Turtley mental at the CES show asking Donatello if he knows where to get a pizza. It looks as if Remsey has just said something shocking to Raphael. He looks as if he's just swallowed a fistful of anchovies! Awesome!





ARE YOU A DUDE OR A DUMMY?

See how well YOU know your Turtles with MIRRORSOFT'S TURTLEY BODACIOUS COMP!

Yes, Teenage Mutant Hero Turtles are here thanks to Mirrorsoft and the Dudes down at Probe. And the game has already been awarded a SU Classic so what else is there to do? Well, dudes, I'll tell you. There's a whole bundle of fabuloso Turtle goodies up for grabs including ten first prizes of VHS video copies of the Turtle video 'Teenage Mutant Hero Turtles: How it all began'. There's bags of tubular runner up prizes too: 30 Turtle Gluggers drinks, 10 Turtle T-shirts, 10 Image-works T-shirts and a groove to max amount of stickers, posters and badges. So, wise up dude, get out of your shell and just answer the following questions correctly and send your finished entries to: TURTLTLEY BODACIOUS COMP, SU, 14 Holkham Rd, Orton, Peterborough, P62 0UF, to arrive by the 18th December.

QUESTIONS

1 The Turtles favourite food is?
a) Fish food
b) Rat sandwiches with lotsa droppings
c) Pizza

2 Which food topping has the Turtles making pavement pizzas?
(A pavement pizza is the same as a street barf)
a) Anchovies
b) E112, E114 and E117
c) Kylie Minogue's used underwear

3 Where do the Turtles live?
a) In an aqua Barret home b) In a Turtlement block c) In a sewer

4 A NUNCHUCKA is:
a) A thug who throws holy sisters around
b) A holy sister making a pavement pizza *
c) A martial art weapon

5 What disguise do the Turtles wear when they're above ground?
a) A Long John Silver costume
b) A Jason Donovan mask
c) A large hat, scarf and trenchcoat

6 Who are the Foot Clan?
a) A group of renegade chiropodists who have clubbed together and charge exorbitant fees.
b) A secret band of ninja thieves
c) A group of steroid crazy, twelve inch high midgets who cause Athelete's foot.

7 Who is the Turtle's favourite TV news reporter?
a) Trevor McDonald
b) April O'Neil
c) Frank Bough

8 What's Donatello's favourite weapon?
a) Frank Bough
b) A .357 Magnum Automatic
c) A BO.

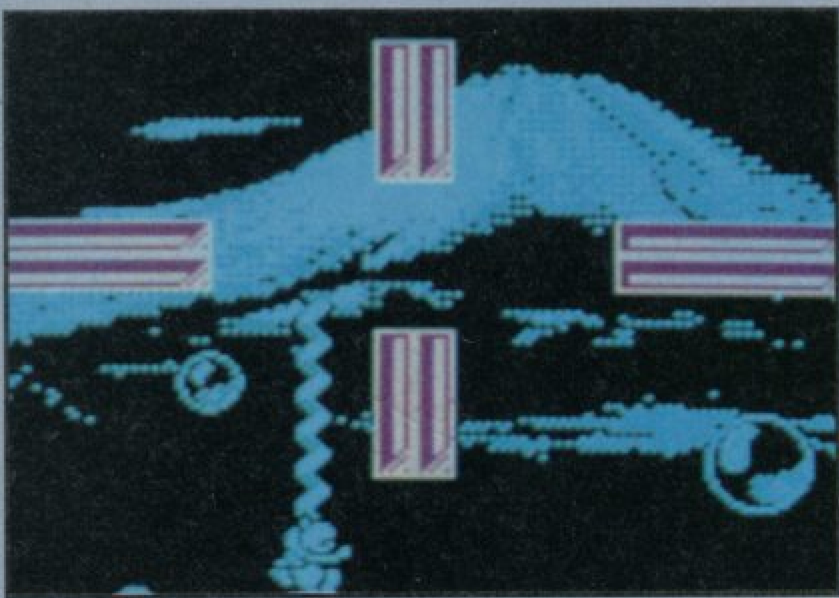
9 What's Raphael's favourite colour?
a) Red
b) Snot green
c) S'not yellow either

10 Which Sinclair magazine gives you the most games on tape?
a) Your Sinclair
b) Crash
c) SU - It's bodacious value for money! **

* Did somebody say pizza? - the Turtles




BADLANDS
TM
From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.
It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.
Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.
Badlands: For one or two players – its ruthless, destructive and great fun!
Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: Teque London Ltd
© 1990 TENGEN INC. All rights reserved.
™ Atari Games Corporation
© 1990 Artwork & Packaging Domark Software Ltd
Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: +44(081)-780 2224
Amiga & Atari ST Screenshots
TENGEN
The Name in Coin-Op Conversions
DOMARK



PA

Pang. What is it? Where is it? Well, it's here. It's what the 128K Spectrum has been waiting for. A game with sexier graphics doesn't exist and is simply the best arcade conversion to the Spectrum ever. Have you played Pang in the arcades on the Mitchell coin op? If you haven't, you don't need to now. Just buy Ocean's licensed version.

Bold words indeed, but what of the gameplay? The best formulae for great games are a simple gameplay, good graphics and total addictivness. Pang achieves all of these criteria, and using 128K, also has 17 different tunes that play throughout the 50 levels of the game.

So what do you have to do? Well, your task is simple in explanation but progressively difficult in practice. You, and a friend if you play the two player option, must just burst bubbles using your rope. Sounds too simple? Believe me it's not. The successful bubble bursting bonanza involves exact timing, tactical use of pick-ups and dodging the bubbles.

Each time a bubble is hit it splits into two smaller ones. Hit it again and the same happens until you get to the smallest size of bubble. This means that if have the maximum of three large balls to start with then it's possible to have 24 tiny balls on screen at once.

It doesn't sound complicated enough does it? But believe me, it all adds up to one of the best games ever on the Spectrum.

SINCLAIR USER CLASSIC

PICK UPS

DYNAMITE - all balloons on screen split down to the smallest size.

GRAPPLING HOOK - Your rope sticks to the roof or any platform that is indestructible.

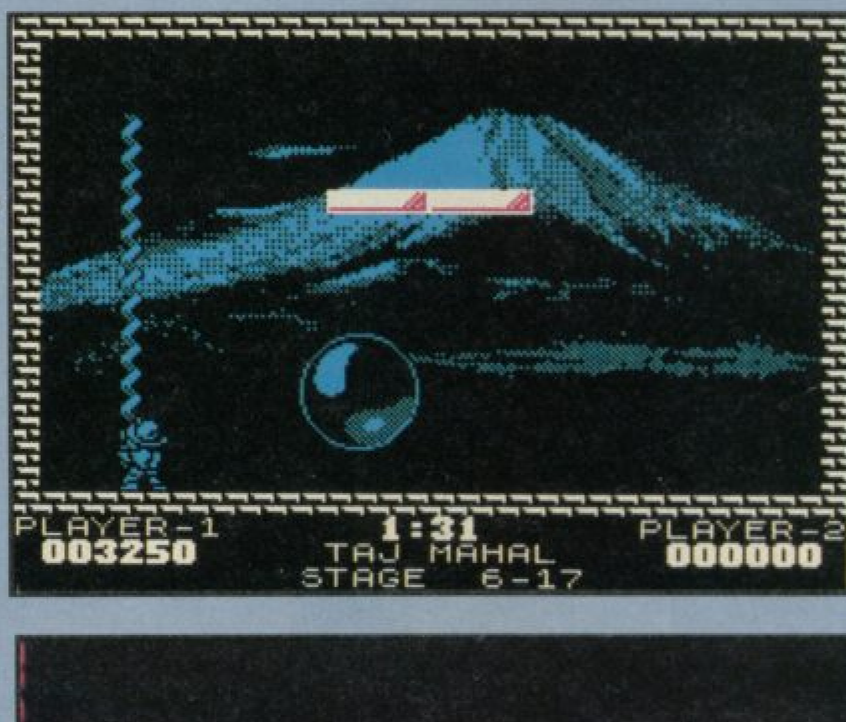
DOUBLE ROPE - Gives you two ropes and if you then pick up a grappling hook, both ropes will stick.

GUN - Shoots upwards

INVULNERABLE - Whilst you are flashing you are immune to the balloons but you can't burst them by running into them.

CLOCK - Stops the balloons for a period of time.

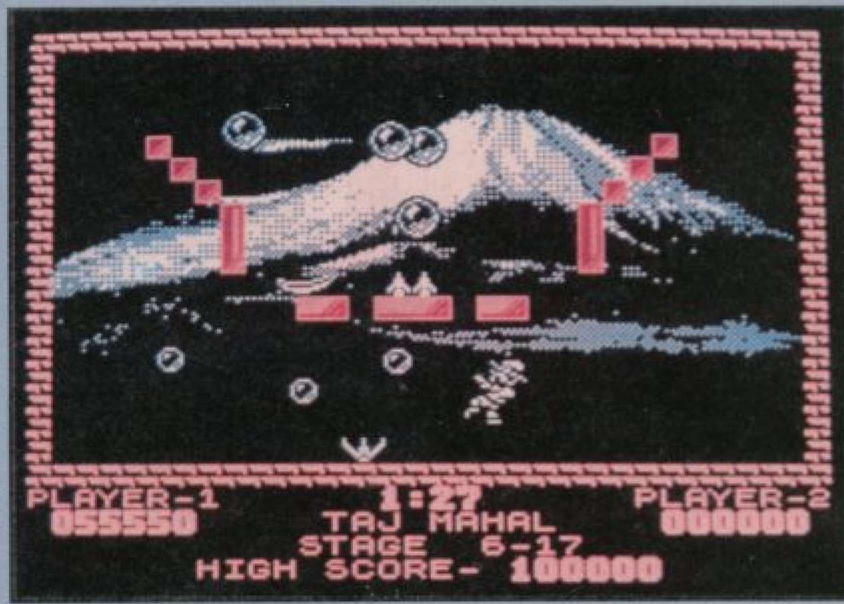
BANANA - Pick this up for a random amount of Bonus points.



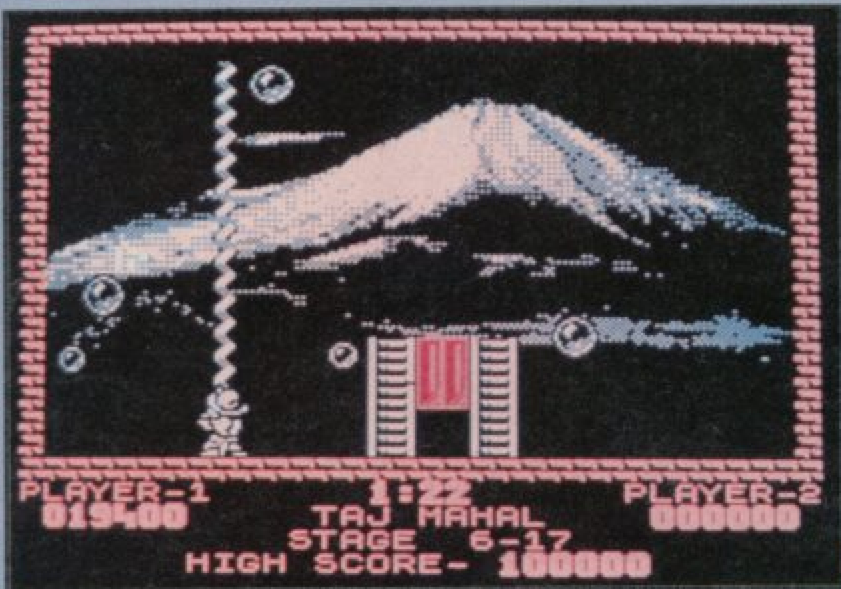




NG







SCORES

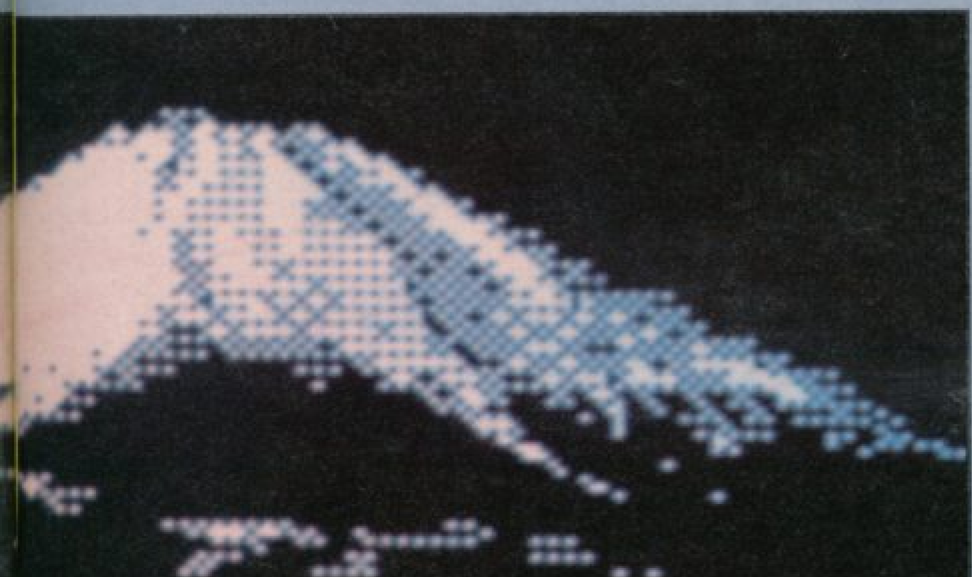
Graphics	97
Sound	91
Playability	92
Lastability	93

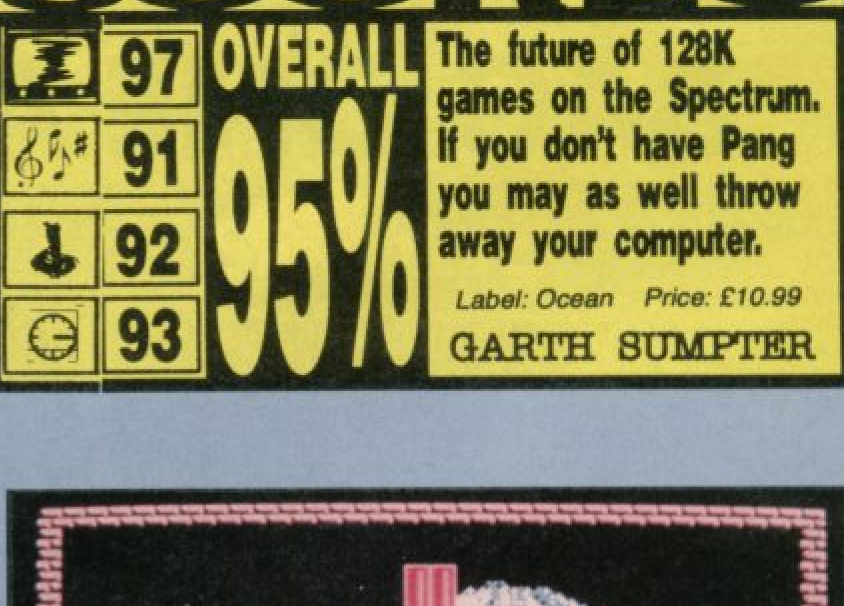
OVERALL 95%

The future of 128K games on the Spectrum. If you don't have Pang you may as well throw away your computer.

Label: Ocean *Price: £10.99*

GARTH SUMPTER







BAG ONE AT HALFORDS



When you buy a Raleigh Extreme at Halfords, you join an elite team.

"Team Extreme".

For a short while and for only a select number of people, we're giving a free Team Extreme rucksack in a wicked fluorescent green colour to everyone who has the taste to buy a Raleigh Extreme from Halfords*.

We're open until late and we're just a short ride away.

Come to Halfords for your Raleigh Extreme and get your Team Extreme rucksack in the bag.

THANK HALFORDS FOR THAT

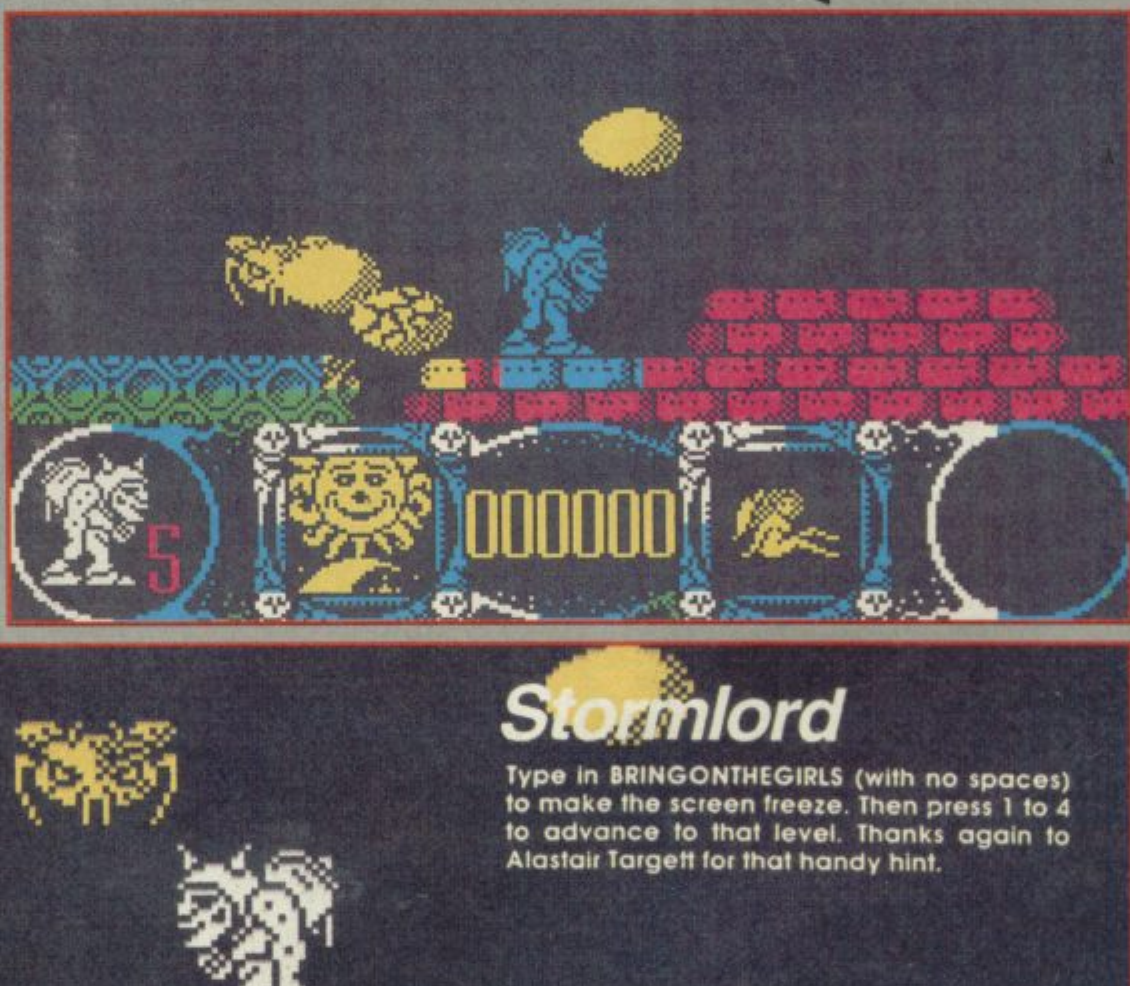
*While stocks last. Offer applies to all models in the Extreme range (Extreme, Pretty Extreme, Even More Extreme, Totally Extreme and Extreme Sixteen). Access, Visa, Amex and Stylecard accepted. All crossed prices are Halfords normal prices. All prices include VAT and are correct at time of going to press. All offers and services are subject to availability. Opening times may vary (check local Halfords for details.) Halfords Chargecard typical APR 34.4 (variable) by direct debit. Subject to acceptance. Ask for written details at your local branch, or write to Halfords Limited, Icknield St. Drive, Washford West, Redditch, Worcestershire B98 0DE.

HACKING SQUAD

Well, despite what was said last month, Garth still isn't able to present the Hacking Squad this time 'round. Why? Because he's been working so late that his mum's kept him at home - without any tea! So this month Hacking Squad is presented by yours truly, Matt the Cat, international burglar and thief extraordinaire, who's been sneaking around picking up all the best tips, hints, and cheats for your delight. Feast your eyes on this little lot!

Little Puff In Dragon Land

Hold down all the keys on the menu screen and you should become invulnerable. Another cheat is to press 1 and the appropriate cursor key to travel around the game. Ta very much to Alastair Targett of Bath for that.





Stormlord

Type in BRINGONTHEGIRLS (with no spaces) to make the screen freeze. Then press 1 to 4 to advance to that level. Thanks again to Alastair Targett for that handy hint.

HACKING SQUAD

Vampire

During play hold down 1, 2, 3, 4, and 5 and you will be teleported into space for the final battle. Now blast the spiky balls and the heart - and you completed the game! From Mark Trevor, Loughborough.

Shadow Warriors

To kill the first-level baddie quickly, without losing any energy, stand at the left-hand side and take two steps back. Start kicking facing left and wait until the yellow dude walks up to your left. Kick him and he'll fall off the edge of the screen!

To kill the guy with the log do a flying kick when he's above you and he should fall in the direction you kicked. By swinging on lamp-posts you can knock baddies flying; do this three times and you should waste them without losing any energy yourself.

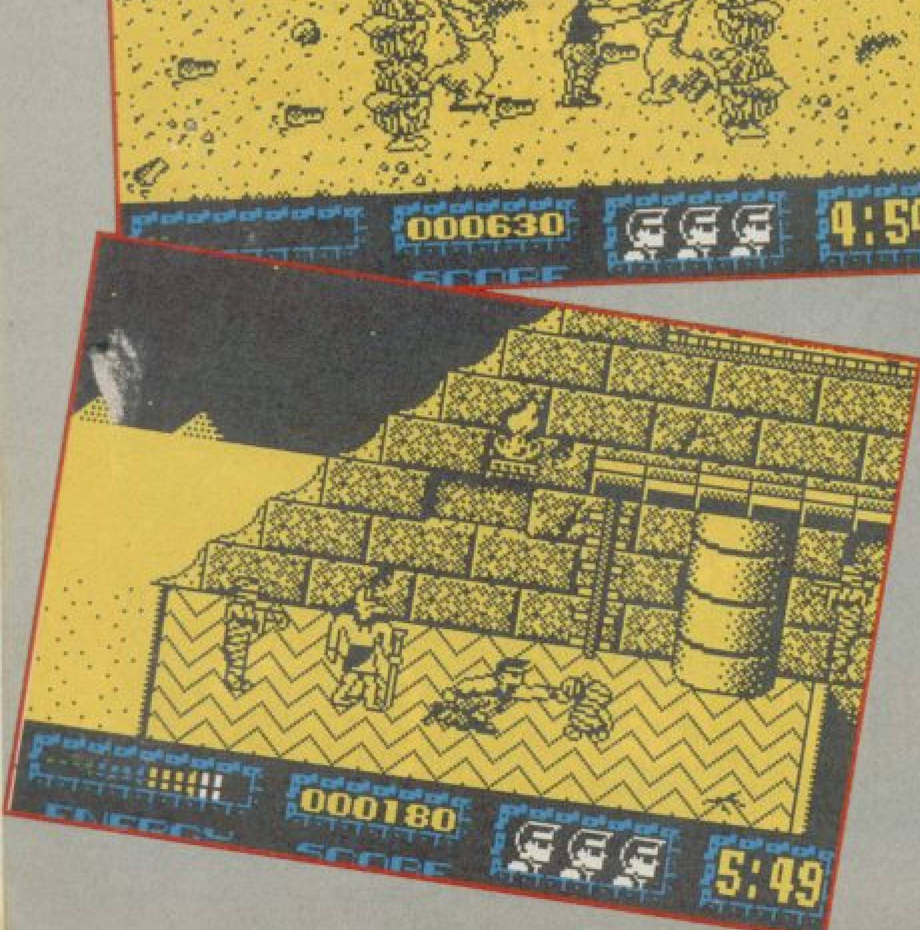
To swing across the road whilst holding on to a pole - press right and fire, then straight away press right and fire again until you're across.

Gratefully received from Paul James, who promises us a complete guide soon. All the way from Cheshire, no less!

Renegade III

On the menu screen hold down Q and T and the screen will go stripey. Now you can complete whatever level you're playing just by pressing Q and T again! Paul James from Warrington is the Hacker responsible.





Rainbow Islands

Here's some tips on how to beat the end-of-level baddies from Lee Robinson, Preston:

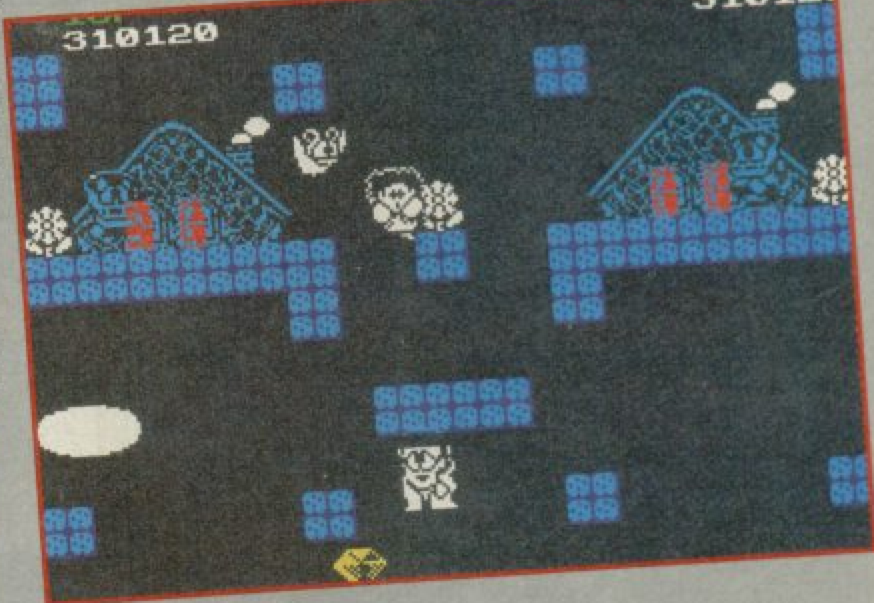
Insect Island/ Large Spider:
Stand under the bottom-left block and, while the spider comes down, jump up and blast him. When he goes up, stand under the rainbow and jump, blasting him again. Repeat this until he's dead.

Combat Island/ Large Chopper:
Stand under the top-left block and jump up and down firing at him. Repeat this, then jump diagonally right and break the rainbows. With any luck he'll die!

Monster Island/ Dracula:
Go to the bottom-left block on the screen and clamber onto it. Continuously fire rainbows and jump on them, killing the horrible vampire in the process.

Toy Island/ Mega Clown:
Go to the middle-height block on the far left and fire a generous helping of rainbows at the circus reject. Just before he gets under them, jump and break them over his head - you should fall safely to the ground. Now climb on the middle-bottom block and fire two rainbows, jump on them, and you'll have finished him off.

Doh's Island/ Doh:
Get right under Doh. When the first sqare comes out go right and fire a rainbow. Walk onto it so as to be able to jump over the third and fourth squares. Then bombard Doh with rainbows, and when you land run over to the left-hand side and start the process again, but reversed.



Adidas Championship Football

From kick off, hold down the direction you want to go, and fire at the same time. You should kick off and dribble the ball; shortly afterward you'll be fouled. Press fire until the power arrow is pointing to the top right and then repeat this action. When you are on the penalty box line let the fire button go and the ball should fly into the back of the net! This handy tip supplied by Paul 'Hacker' James.

Manchester United

If you are playing a slow-running team, the easiest way to score is to run down the touchline and just walk up and down. Then walk behind the keeper and put the ball in the net the goalie won't be able to tackle you. Another way to score is to walk along the line and, when you reach the corner of the box, turn and shoot diagonally. The ball will end up in the corner of the net!

If you hit player two's fire button whilst playing in a one-player game you'll prevent the opposition from moving. Courtesy of Lee Robinson, Preston.

Jack The Nipper II

Hold down Caps-shift or space and press 0 to start: you will automatically begin in a different place from usual. Supplied by that master Hacker, Barry Drake from Berkshire.



PUZZNIC
The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the
blocks and make them disappear.
Sounds easy?
The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens. Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!
TAITO
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Clive Barker's THE NIGHTBREED

CADAL

THE ACTION GAME

THE

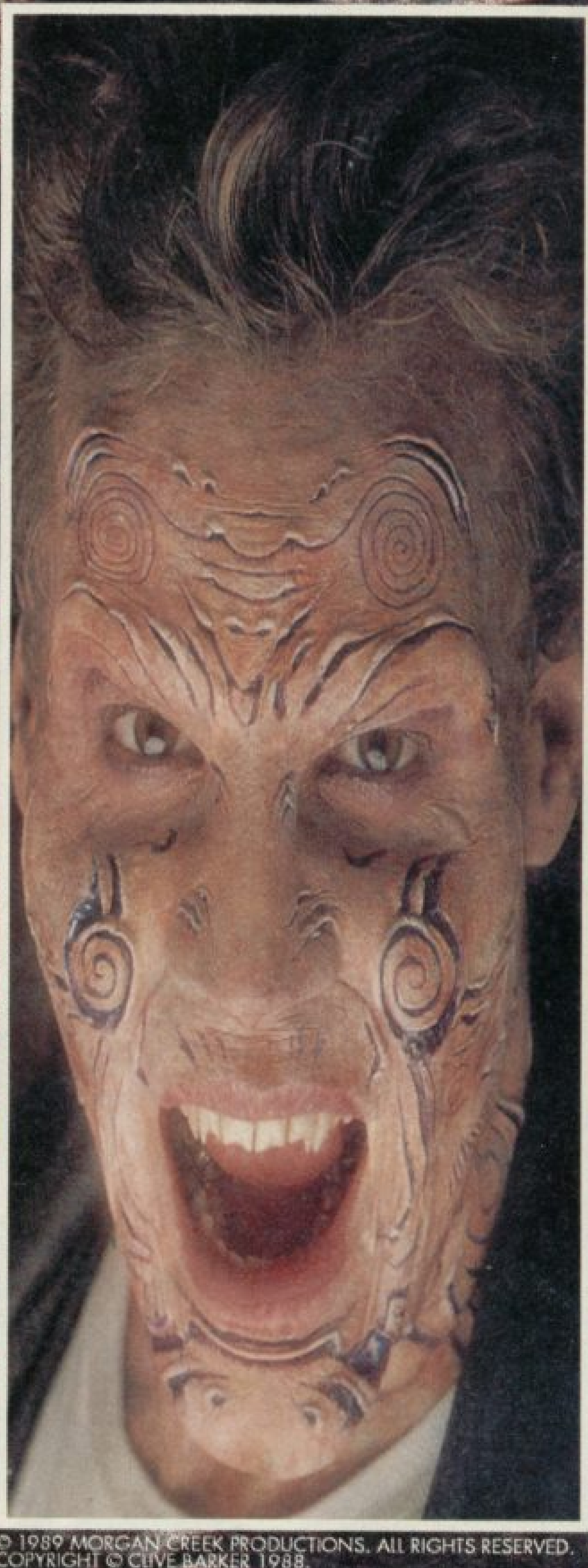


TAKE CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DEPTHS AND CAVERNS OF NECROPOLIS TO

HAS

THE UNDERGROUND CITY OF MIDIAN WHERE DWELL THE NIGHTBREED. SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM





THE INHUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT

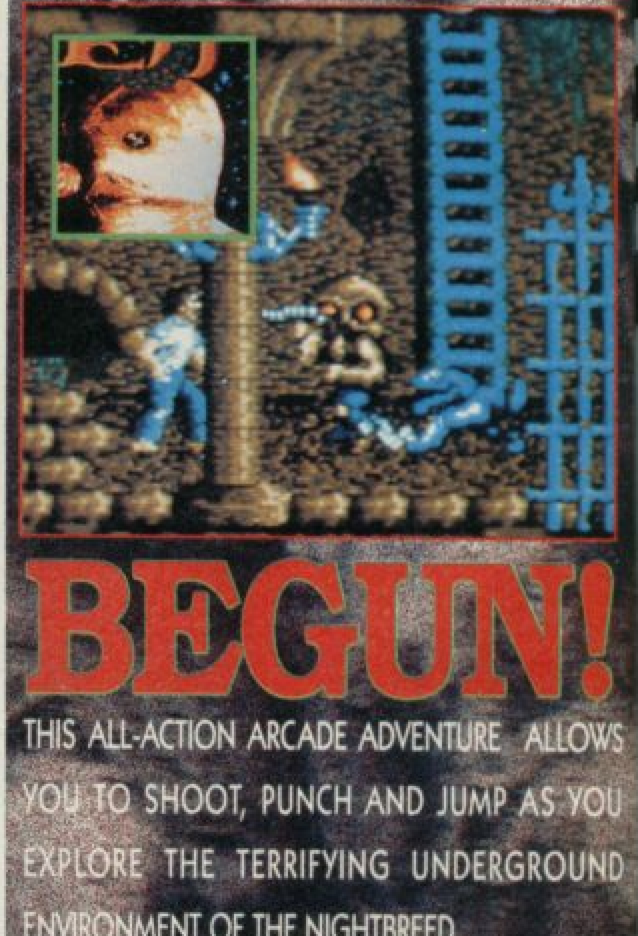


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NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE MURDEROUS REDNECK GANG FROM THE NEARBY ABOVE-GROUND CITY AND ULTIMATELY DEFEAT THE INSANE SERIAL KILLER KNOWN AS

"THE MASK"



BEGUN!

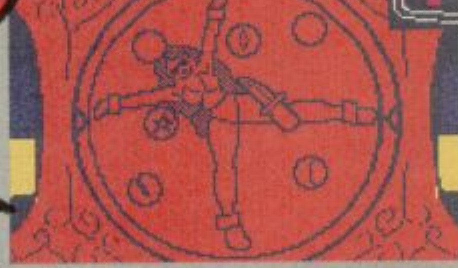
THIS ALL-ACTION ARCADE ADVENTURE ALLOWS YOU TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.

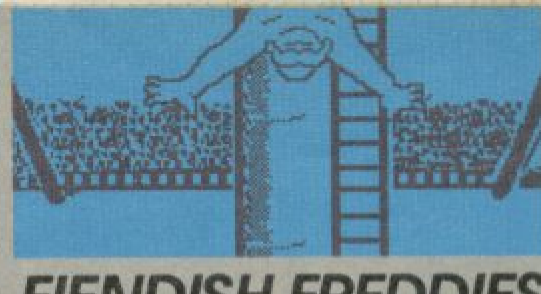
AVAILABLE FOR COMMODORE SPECTRUM - AMSTRAD ATARI ST AND CBM AMIGA.

ocean

THEYRE COMING SOON!!!

HACKING SQUAD





FIENDISH FREDDIES BIG TOP O' FUN

Ladieeees, and Gentlemen. Here's a whole host of humdinging hints for Fiendish Freddies Big Top O' Fun from Simon 'Hacker' Gould...

HIGH DIVE
For easy reference, use the chart in the instruction manual. As soon as the type starts flashing, perform the dive as described. Keep an eye on the diagram of Horace's descent. Nearing the bottom, ignore the dive and concentrate on landing!

JUGGLING
The first two levels are pretty easy. When you get to three items, move to the far left of the screen, then just juggle in a circle. Bombs can be thrown back but missiles cannot - worse still, once you have them you must not drop them. On level 3 and 4, try to throw the baby into its cot.

TRAPEZE
Count to four before landing, and you should find that you can swing across without stopping. Take your time, but don't wait too long, 'cos Freddy will cut your ropes. You only have two lives.

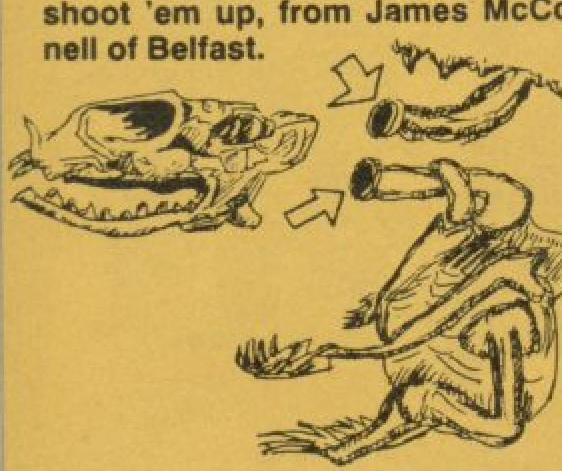
KNIFE THROWING
This is not an easy event. Throw your knife about two seconds before the wheel turns to where you want. (If you see what I mean). Freddy will try his damndest to put you off by throwing bombs but don't be put off. Conserve your knives and don't waste them.

TIGHT ROPE
Concentrate on the inset graphic at the top left of the screen and try to keep vertical. This event shouldn't give you too much trouble, buy you have to have a steady hand. Don't waste time as Freddy will try to blow you off balance.

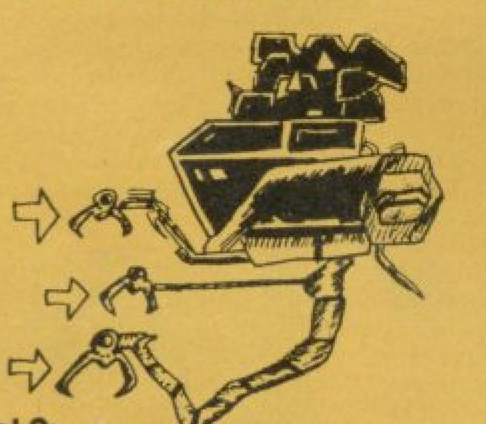
CANNONBALL
This is not an easy event as you must act quickly. First check the amount of gun powder. If it is at a bare minimum, move the net as far left as possible. Never, no matter how much gunpowder is used, position the net at the far right of the screen. Even with gunpowder at a maximum, the net should be just over half way, and you should launch yourself quite high.

X-OUT

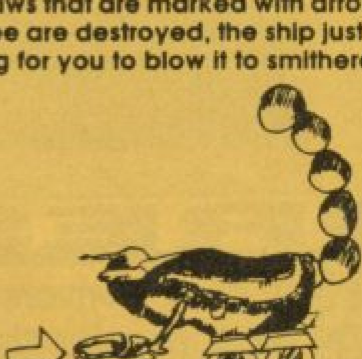
Here are some groovy pics and hints on how to get through the end-of-level baddies in this excellent shoot 'em up, from James McConnell of Belfast.



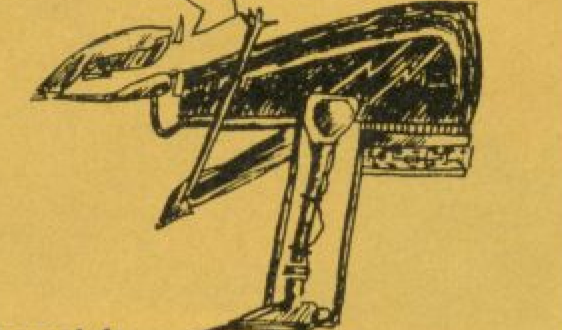
Level 1:
To stop the alien firing at you, shoot the necks (marked with arrows). Before the head starts moving, shoot it in the eyes. If you get this right, the whole alien will explode!



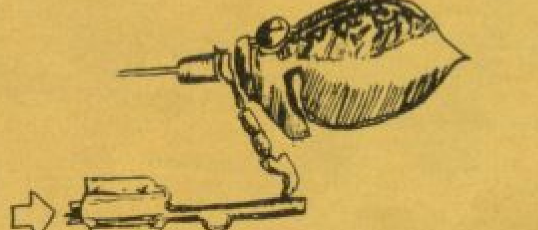
Level 2:
The moment the ship comes onscreen, shoot the claws that are marked with arrows. When all three are destroyed, the ship just sits there waiting for you to blow it to smithereens!



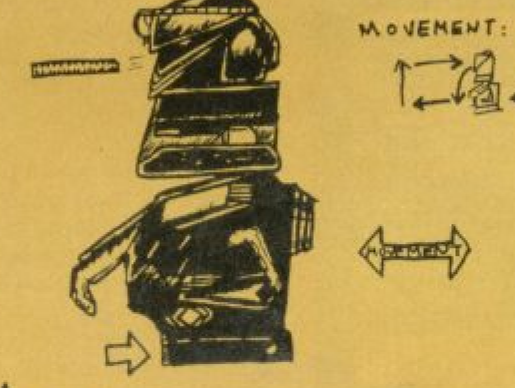
Level 3:
If you keep shooting at the claw while the creature is coming onscreen, it will have blown up before it fully appears!



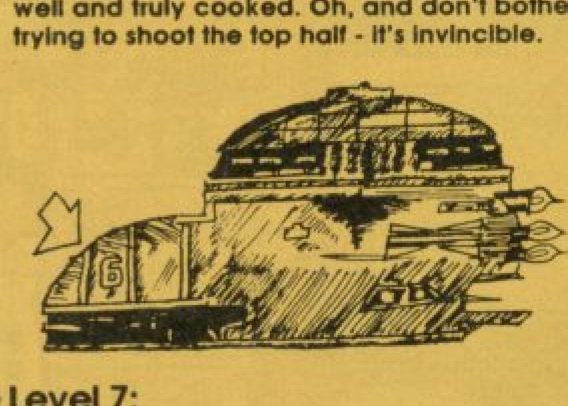
Level 4:
Shooting the area marked with an arrow acts as a smart bomb, blowing the whole thing up. Watch out, though: the alien jumps up and tries to land on you.



Level 5:
Be careful - this guy spins all over the place like nobody's buisness! Stay down low and fill him full of laser death.



Level 6:
Watch out for the heat seekers. Go to the top left of the screen, and when the alien retreats shoot the lower half as shown by the arrow. Destroy any heatseekers that come your way, and repeat the above until his goose is well and truly cooked. Oh, and don't bother trying to shoot the top half - it's invincible.

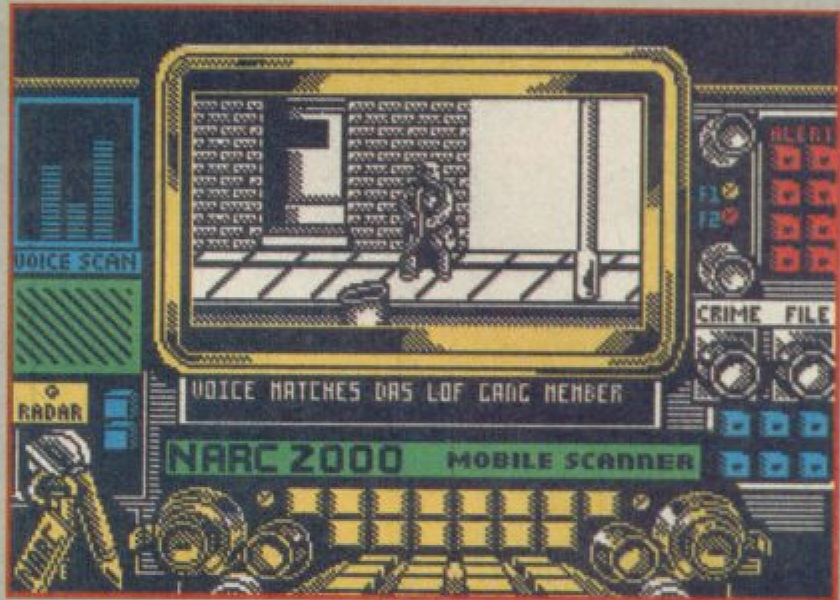


Level 7:
Probably the toughest foe. Keep dodging to avoid bullets and missiles, and shoot at the toe of the boot and stay low ,and you should make it.

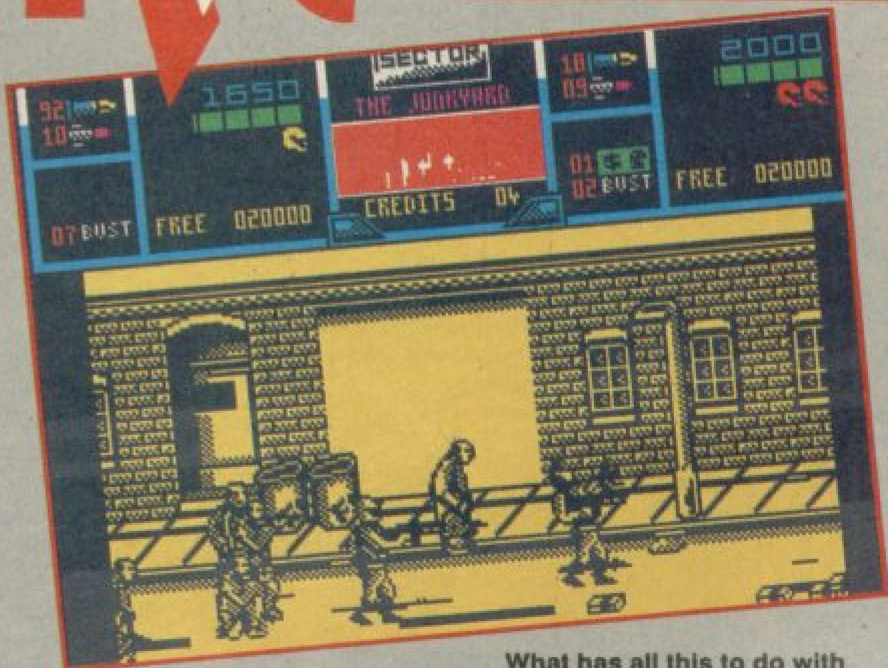


Level 8:
Quickly shoot the bit marked with the arrow, just below the gun, to kill the nasty instantly. Now load up the brilliant end-of-game screen and read the message!

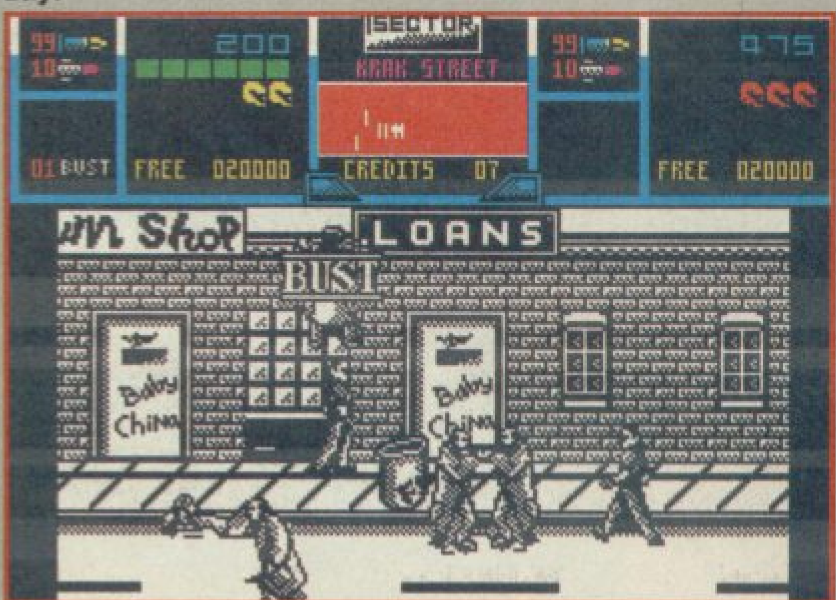
NARC



Software houses everywhere seem to have declared war on drug barons everywhere as this month's game theme seems to be bombing, shooting and killing anyone that has anything to do with drugs. This is a good thing keeping down the low life that inhabit the forever twilight world of drugs and their cowardly minions. Having said that, I do hope that only mean illegal drugs - I hope that no-one's going to try to cut off my supply of 2 litres of Diet Coke a day.







What has all this to do with NARC? Well, the game has you in the role of a narcotics busting member of D.E.A. (Drug Enforcement Agency) and it's your job, along with your partner if you choose the two player option, to bust all the slimeball drug pushers who are on the streets using whatever means at your disposal. They're dealing in their own peculiar brand of misery, the Pleasure Pill. You're dealing out your own brand of justice, in hot lead from a machine gun and the occasional rocket that you pick up on the way.

The dealers hide out everywhere, in warehouses, in the street, private houses even hotels and restaurants. And in each scenario you must try to arrest your main target. These guys are identified at the begining of each stage when you receive your report.

Each time a dealer is 'terminated' he may leave behind a collectable item. These range from drugs that they were carrying, money, and even bullets which when picked up give you extra ammo, bonus, time and even rockets for your launcher.

Graphics, as you can see from the screen shots, are good, and the screen gets busy without action being lost. With good control and a very easy to follow gameplay, NARC looks set to be as popular as its Williams arcade namesake.





SCORES

Graphics	84
Sound	78
Playability	87
Lastability	88

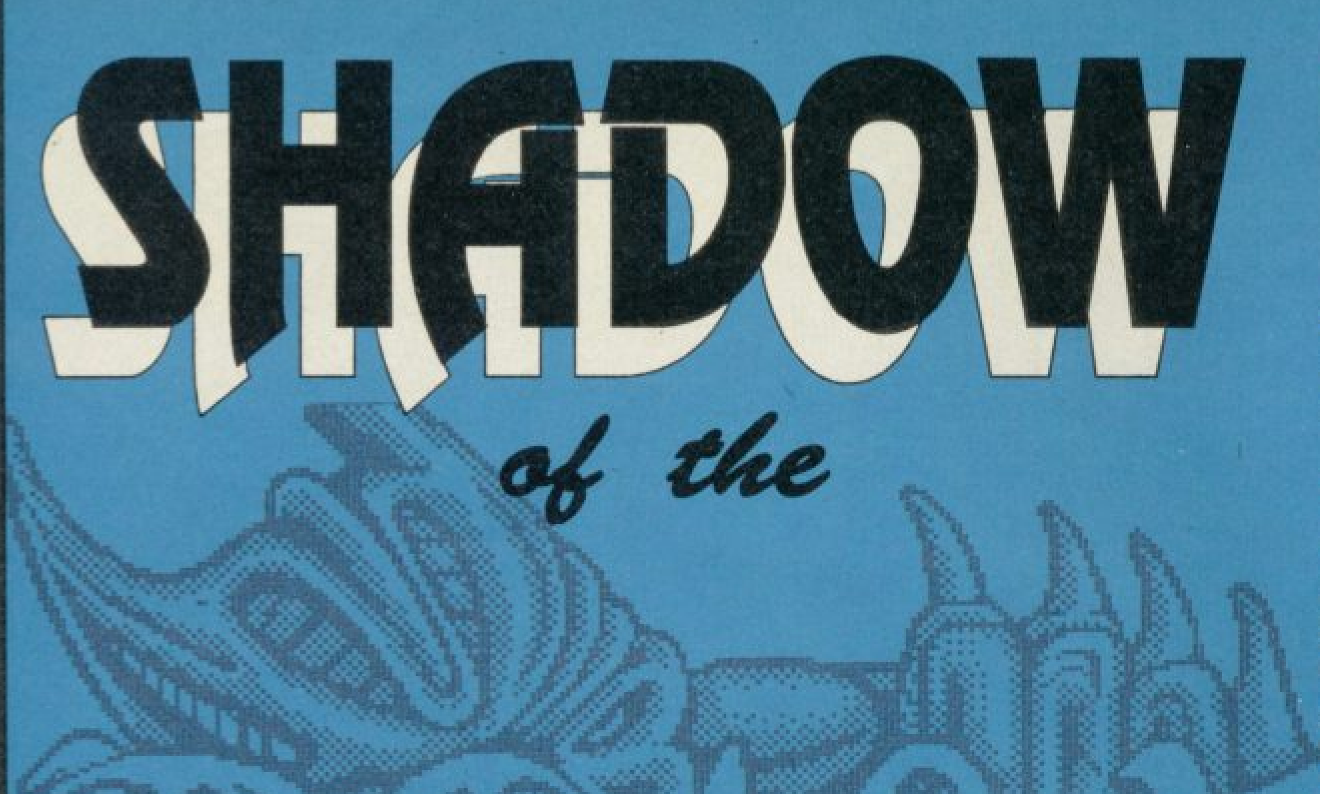
OVERALL 87%

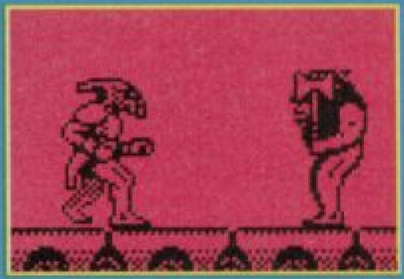
A good conversion on a popular theme. The best drug bashing shoot 'em up on the market.

GARTH SUMPTER


PANG
SPECTRUM
CASS & DISK
AMSTRAD
CARTRIDGE
COMMODORE
CARTRIDGE
ATARI ST
AMIGA
NO TIME FOR
BALLOONIN' AROUND!..
NO TIME TO SHOOT THE BREEZE!..
In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
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SHADOW of the BEAST





Will wonders never cease? When it was released last year on the almighty Amiga by the almighty Psygnosis, Beast was hailed as the best thing ever . With a thousand million billion trillion screens to explore; fifty thousand layers of parallax scrolling, sixty channel music, twenty googolplex colours (*) and a designer T-shirt which came free in the oversize box, Beast got a lot of publicity and subsequently did very well for itself. What most people didn't realise until much later, after all the hype had died away, was that underneath all the flashy decoration, the game was only an average arcade adventure.

(*) These figures may be exaggerated, but not much.

Now it's appeared on the Spectrum - something which not many people ever expected to happen - courtesy of Gremlin, and despite the obvious corner-cutting that's had to be done, it's not bad at all. You're this rather ugly-looking warrior chap who's out to get an evil Beast who's been causing all sorts of trouble in the world of Necropolis. Putting an end to all this badness is achieved in typical arcade adventure tradition - run left and right, climb up and down ladders, beat up baddies and collect objects. Sounds a bit seen-it-all-before? Well the truth is you probably have, but it's the execution that sets it apart from the crowd.

In the course of running about, collecting keys and helpful objects, you'll be accosted (oh no missus) by all manner of weird and wonderful creatures - ranging from oversized ants to bouncing Psygnosis logos. A hefty monster-punch sees these off, but watch out too for nasty spikes that come up from out of the ground and puncture your bottom.

So what's nice about Beast then? Well the graphics for a start. Despite being about as one colour as graphics get (whatever happened to the multi-colour, no-clash sexiness of Lightforce, eh?) they're very pretty indeed, and there's a nice clean-cut feel to them. Sound too is lovely jubbly with an epic theme (i.e. you can't turn it off) playing throughout. Bestest of all though is the gameplay, with loadsascreens to mess about in, lots of puzzles to solve and a neverending army of sleaze-minions to give a damn good seeing to. And for the intellectuals amongst you the layout of the game makes it the perfect candidate for some serious mapping - should you be that way inclined.



Advemture-style presentation sets Beast apart from the crowd. The story is updated with nice piccies and text along the way.



fAbove ground in the first section - and even here it's tough going. Nasty Psygnosis logos threaten...

SCORES

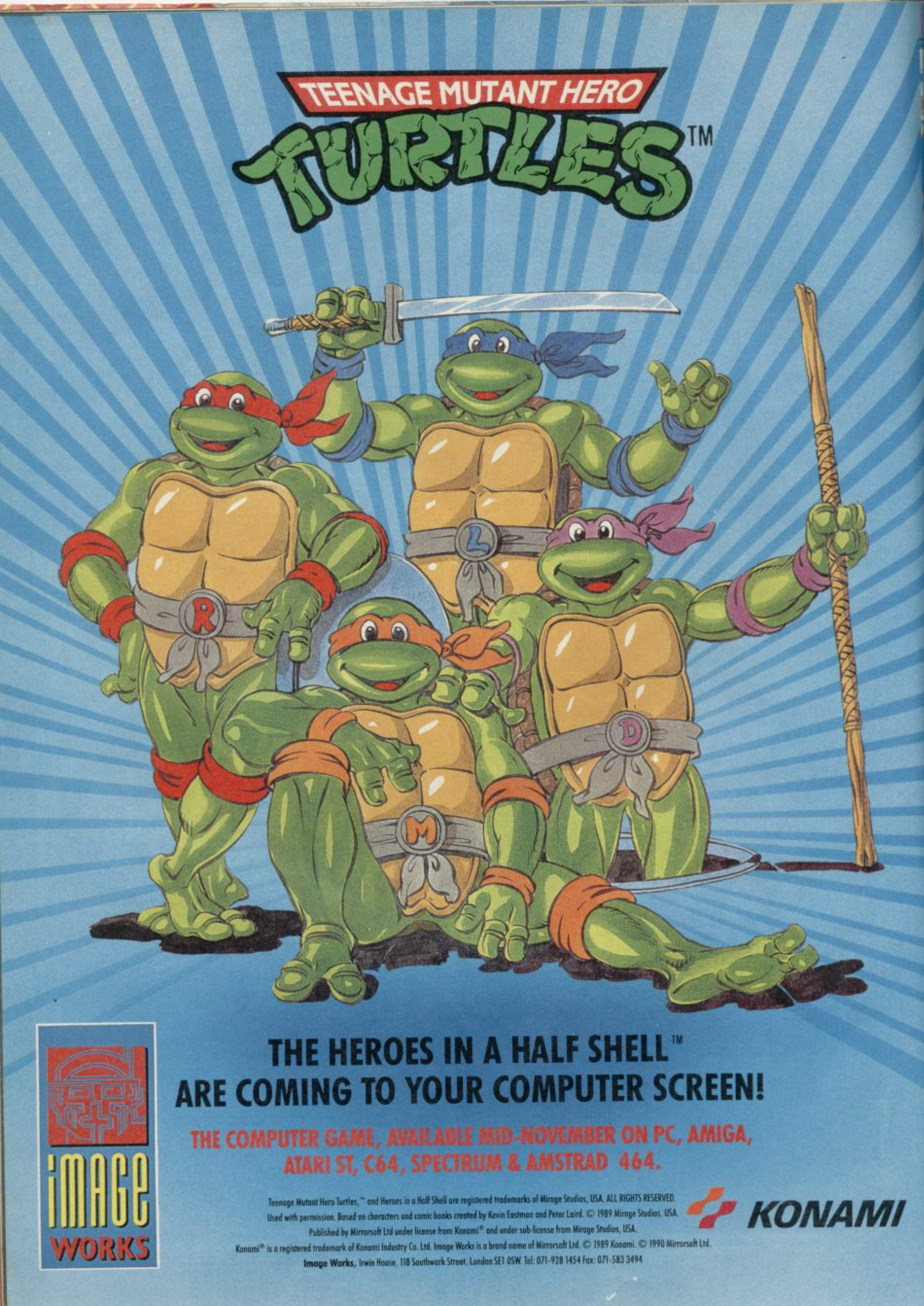
Graphics	86
Sound	82
Playability	85
Lastability	84

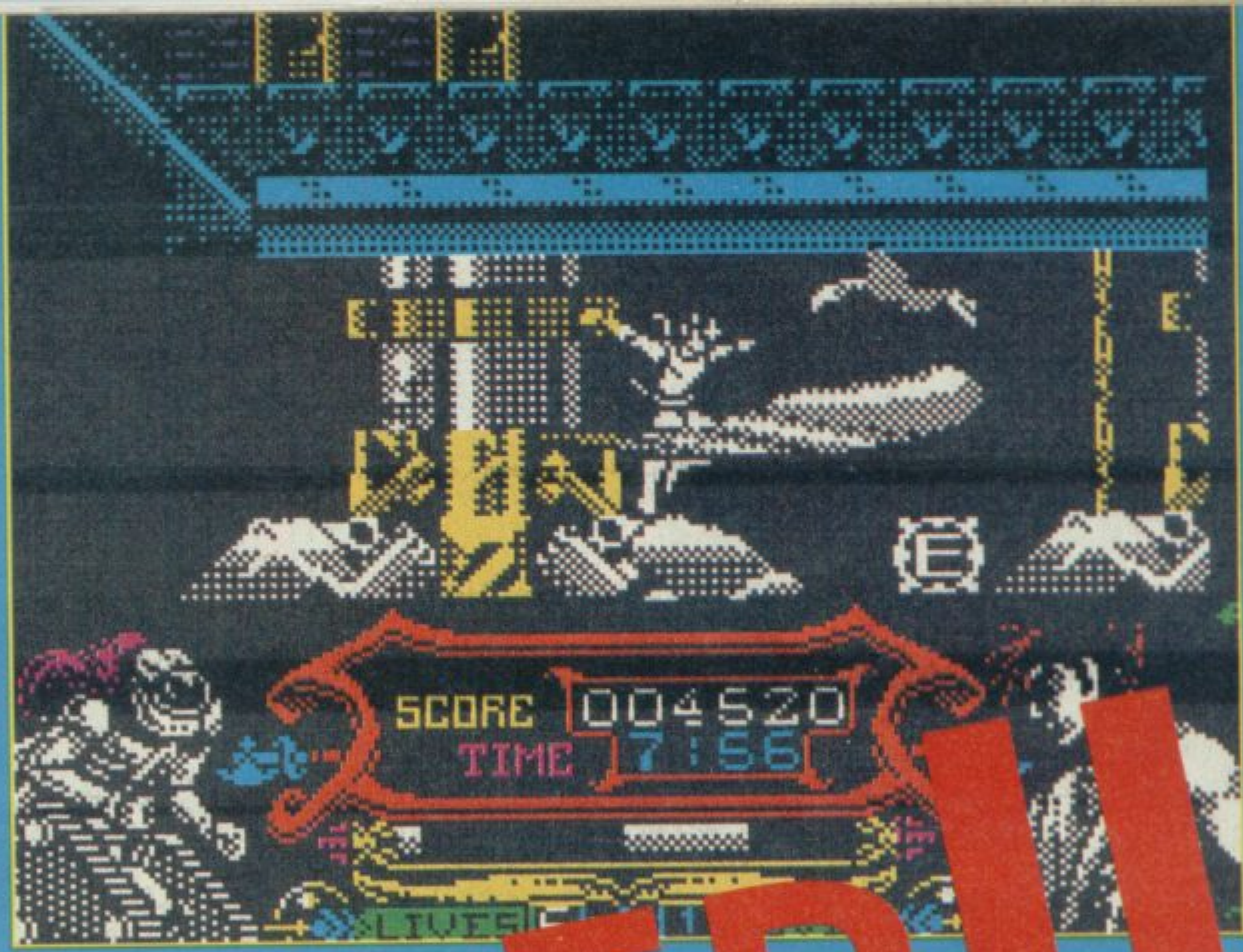
OVERALL 85%

Graphically great arcade adventure jobby with plenty to do and see. A jolly good bash

Label: Gremlin
Price: 12.99/15.99
GARY 'MOUTH' WHITTA


4 FOOTBALL FANATICS
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.


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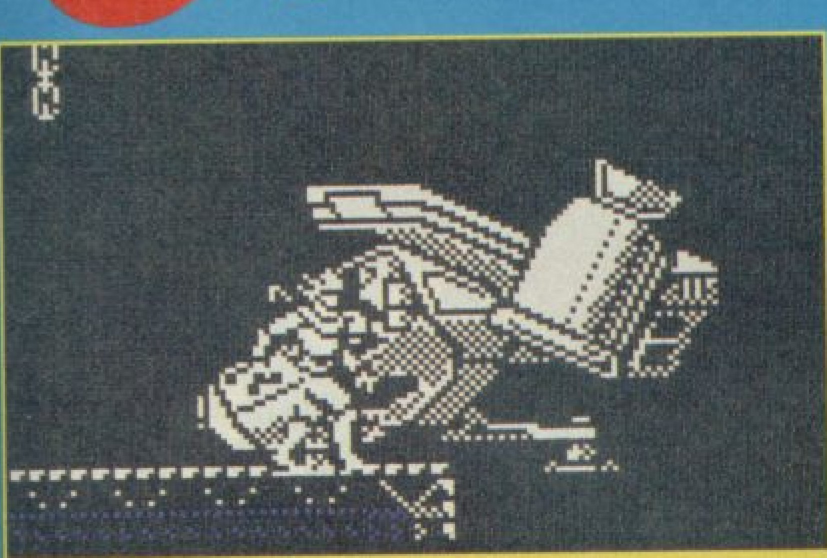


He's back, and he's brought his chopper (oo-er!). After saving the Earth from the maniaclal forces of the evil Red Lord, Strider's now got an even bigger job on his hands - saving the leader of the Earth (a woman, I may add!) from the clutches of an invading alien force (not Jason Donovan)!

Once again, our Soviet hero in long johns has his trusty energy sword, complemented now by a gyro-pistol for blasting the bad guys with, and the ability to transform into a honkin' great robot with loadsa firepower! Problem is, the aliens' ain't going to let this guy just walk all over 'em, no siree. Not only have they got masses of fiendish beasties out for human blood, they've placed massive guardians at the end of each level, waiting to turn the somersaulting sword-slinger into Strider Kievs!

STRIDER II

Well, that's the story, what's the game like? Very much like the original, in fact, insofar as the platform action is involved, but the overall impression is that this is a large improvement over its predecessor. The main character leaps and bounds about at a great rate of knots, looking a whole lot healthier than before. The backgrounds and graphics in general look a lot more detailed, too. And what with the additional weapons, you've got a much better chance of getting further into the game. Overall, an excellent sequel, and a blinkin' good game in its own right. If slicing and shooting's your thang, or if you're a fan of the original, take a look. You won't be disappointed.



"And you can have this Russian turbo sports car, in any colour as long as it's white." Well, do you know what it is?

SCORES

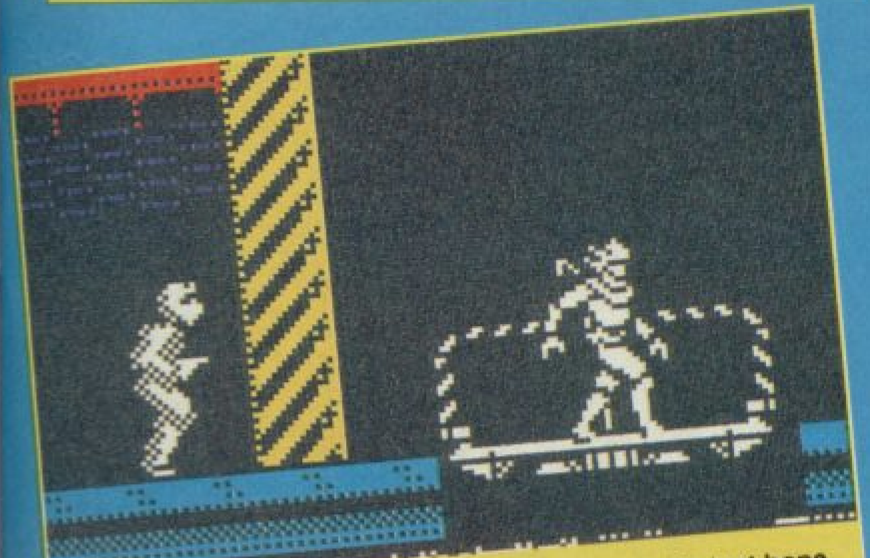
Graphics	86
Sound	78
Playability	88
Lastability	84

OVERALL 85%

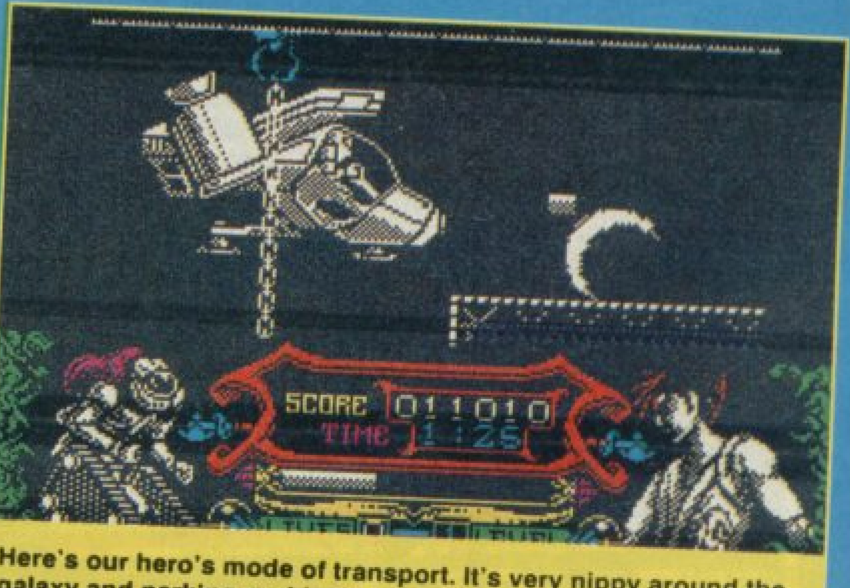
A rip-snortingly great sequel to a triff game. Don't delay.... Get it today!

Label: US Gold
Price: £9.99

'MAD DOG' SWAN



Going up. Strider's on his way up in the world. Let's just hope that's an express lift otherwise he going to get it in the back!



Here's our hero's mode of transport. It's very nippy around the galaxy and parking problems are solved by the angled thrusters.



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Available on: IBM PC 3.5" & 5.25", Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
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™ Atari Games Corporation
Published by Domark Software Ltd, Ferry House, 51/57 Lacy Road, London SW15 1PR Tel: +44(0)81-780 2224
IBM PC (EGA) Screenshots
TENGEN
The Name in Coin-Op Conversions
DOMARK

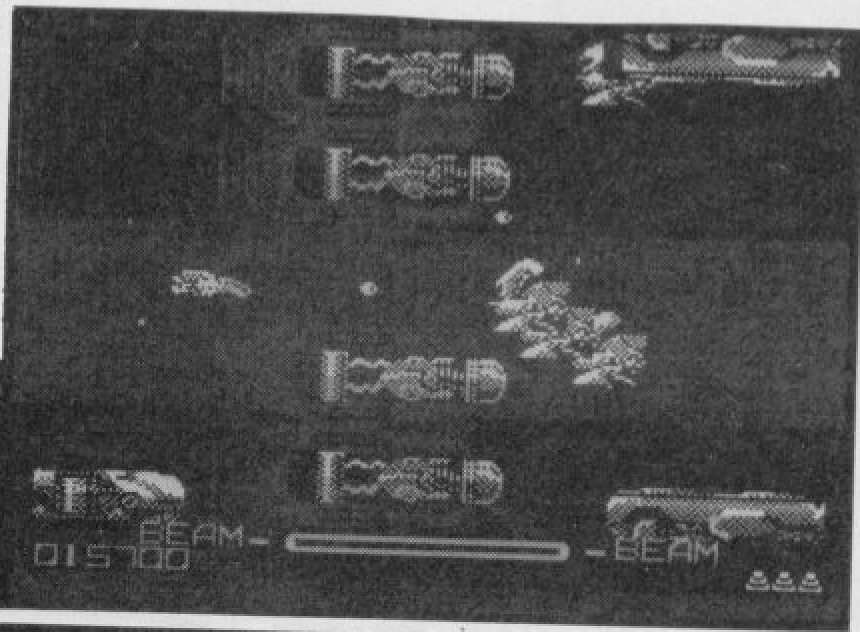
R-TYPE

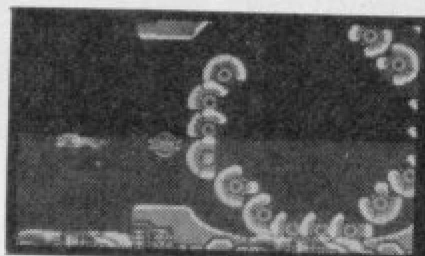
You know all those horizontally-scrolling space shoot-'em-ups where you collect extra weapons and duff up disgusting end-of-level guardians? You know people refer to them as "R-Type clones"? Do you know why that is? Because they're all rip-offs of this one, the original classic Irem coin-op conversion R-Type. While some of the later imitations are graphically better or maybe faster, few rival the sheer excitement of R-Type.

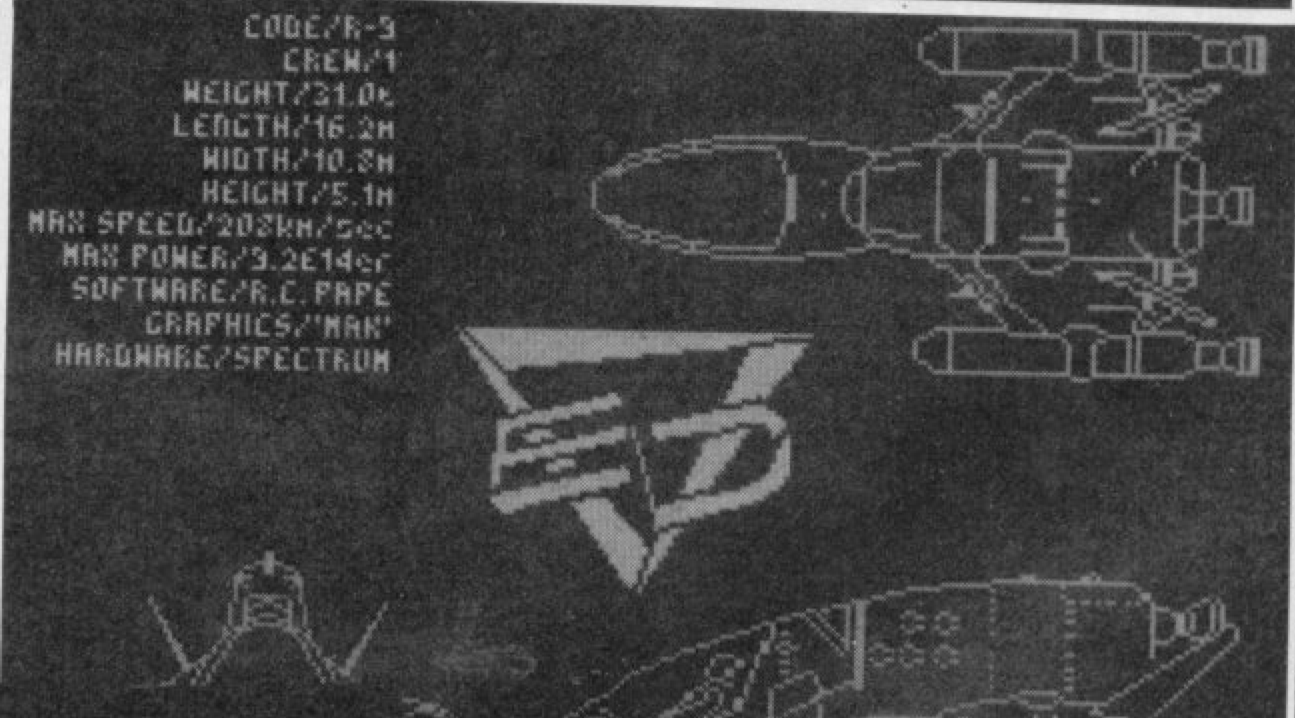
The R-Type of the title is your space fighter, an initially weedy fighting machine which grows more formidable as you bolt on extra gear. As you'll realise, your only task is to move left/right/up/down and shoot all the ghoulies of the evil Bydo Empire; hoppers, fliers, worms, skeletoids and gun emplacements which attempt to zap you. The trick is to learn their attack patterns, use the appropriate weapons, and save up your super blaster (activated by holding down the fire button to build up power, then releasing a blast) at the correct places.

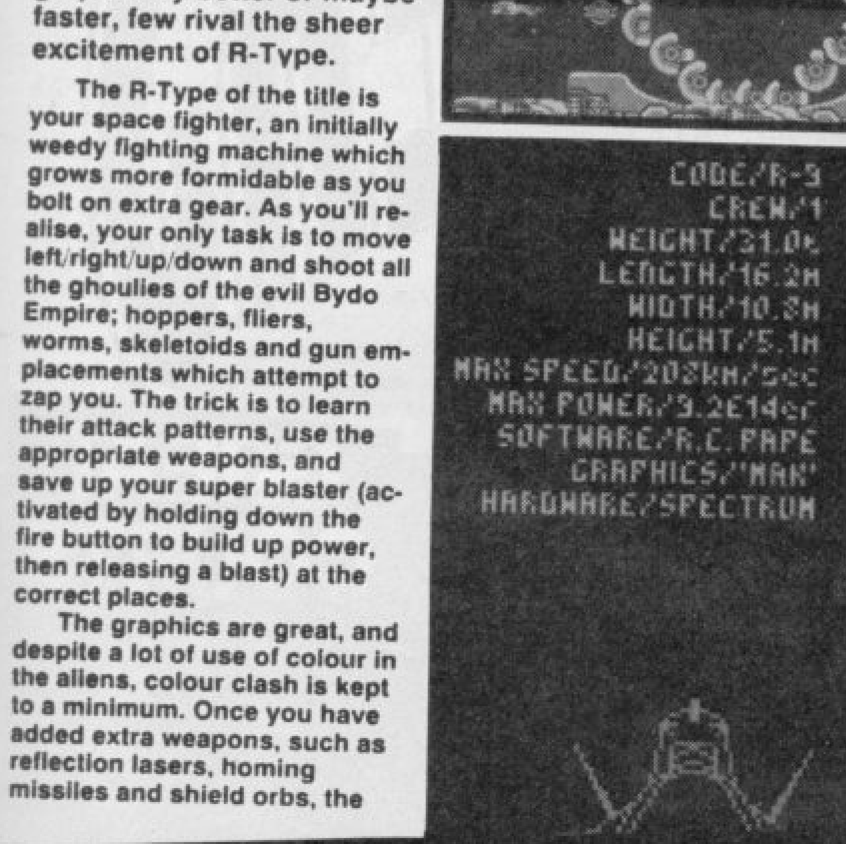
The graphics are great, and despite a lot of use of colour in the aliens, colour clash is kept to a minimum. Once you have added extra weapons, such as reflection lasers, homing missiles and shield orbs, the screen becomes very busy without the action slowing down. Adding these weapons - and The Force, a sort of forward probe which can be released to fight for itself in tricky situations - means that the tension in R-Type just keeps building up.

Miss this one, and you're a four-headed turkey from Neptune.









BUDGETFAX

G	79	OVERALL 88%	It's a classic. Showing its age maybe, but still a classic.
S	68		
P	88		
L	89		CHRIS JENKINS

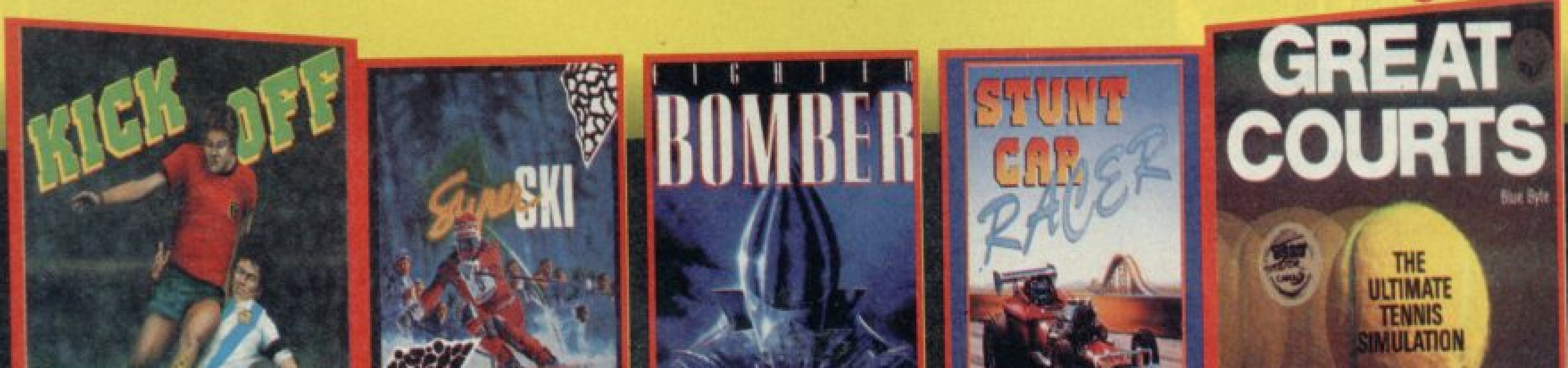
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NOTE 2! In the SPECTRUM version STUNT CAR RACER and SUPERSKI are replaced by CARRIER COMMAND, P 47 and RICK DANGEROUS.

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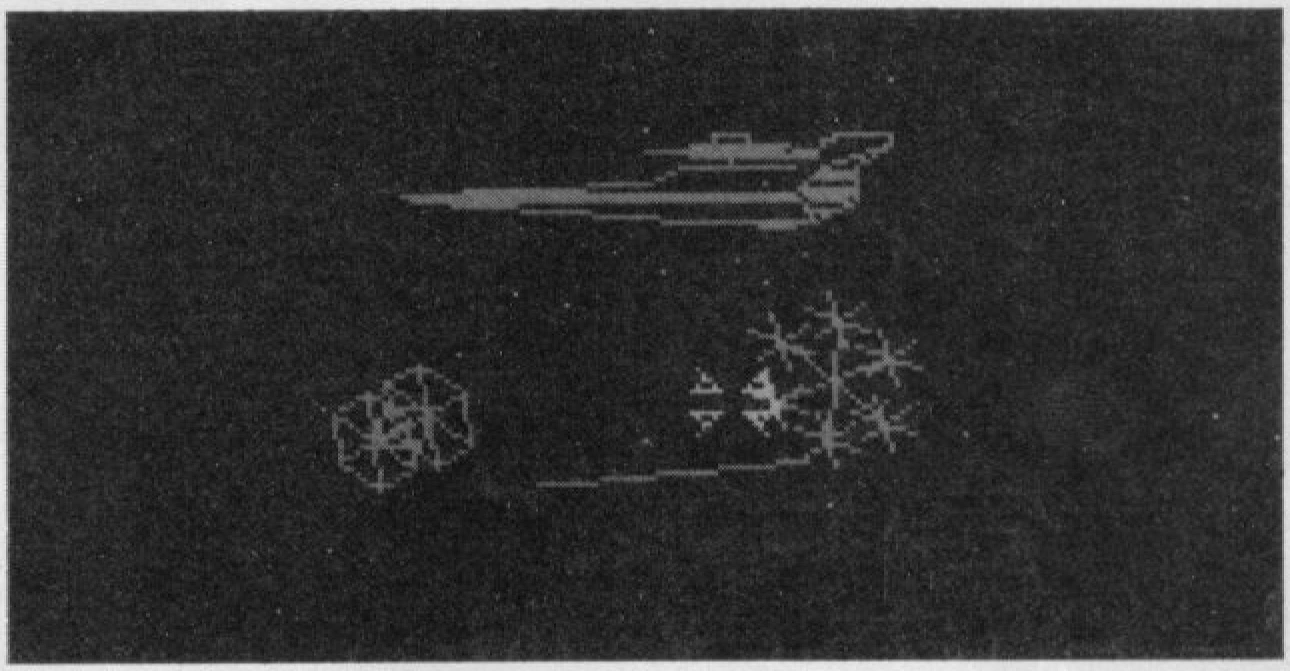
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Entertainment Software

8/10, RUE DE VALMY - 93100 MONTREUIL SOUS BOIS - TÉL. : (1) 48.57.65.52

The EMPIRE STRIKES BACK

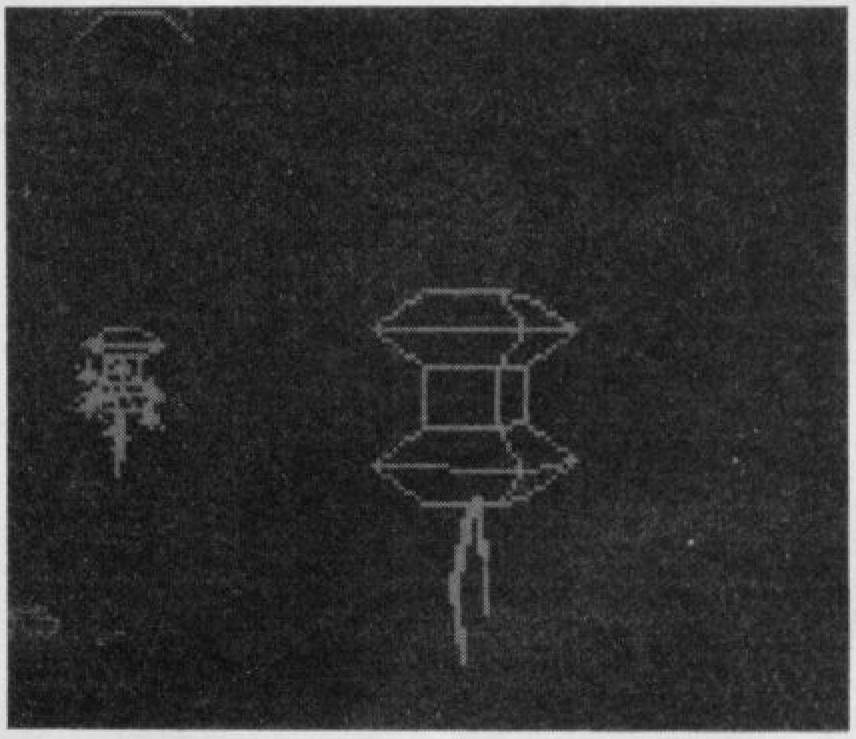
If there's a problem with this game, it's just that The Empire Strikes Back is altogether too similar to its prequel, Star Wars. Like Star Wars, TESB is based on George Lucas' block-busting sci-fi saga, and like Star Wars this is a direct conversion from an Atari coin-op. Also like Star Wars, TESB is a vector graphic game, using wire-frame animation which adapts remarkably well to the Z80-based Spectrum - better, in fact, than it did to other, so called superior computers.

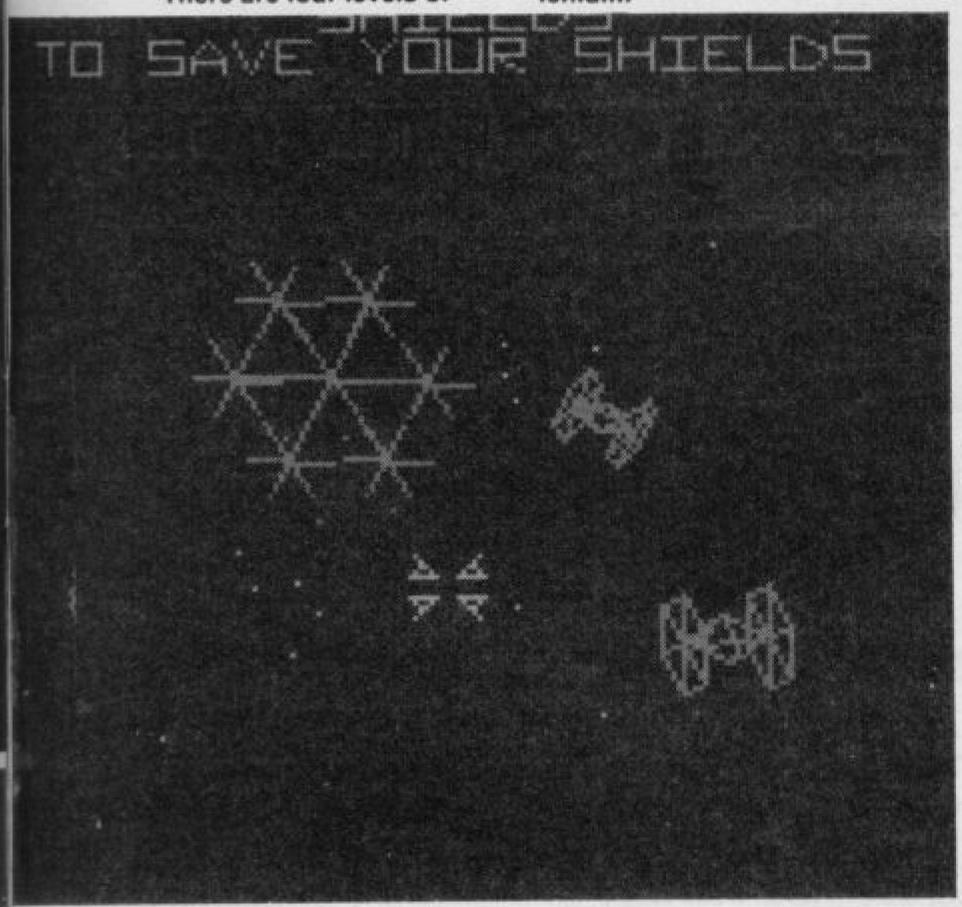


After selecting a difficulty level and watching Darth Vader's starship Executor gliding across the screen, it's straight into the action as you aim the lasers of your snow-speeder to zap wireframe Probots, AT-AT walkers, AT-ST scout walkers, fireballs and transmission blips. The animation and forward scrolling are remarkably good, though the action does slow down noticeably when several objects are on the screen.

There are four levels of play; in the first you must fire cables at the legs of the AT-ATs, in the third you steer the Millenium Falcon through an asteroid field where there are various bonus scores and tokens to be earned.

A fine bit of programming, featuring a rousing rendition of the Star Wars theme tune, but at full price TESB didn't add enough to Star Wars to make it worth seeking out. On budget, though, it's nearly worth a millenium!





BUDGETFAX

G	68
S	67
P	67
L	65

OVERALL 65%

Unusual but not unique. Deserves a look but not worth fighting a Wookiee for.

Label: Hit Squad
Price: £2.99

CHRIS JENKINS



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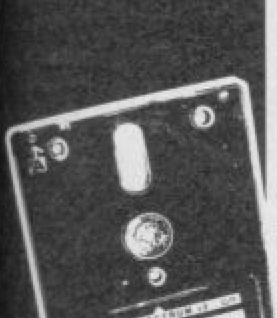
EMPIRE SOFTWARE, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ. Tel. 0268 541126



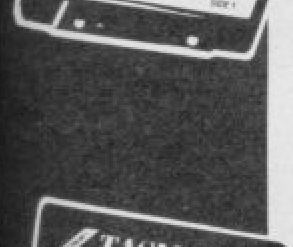
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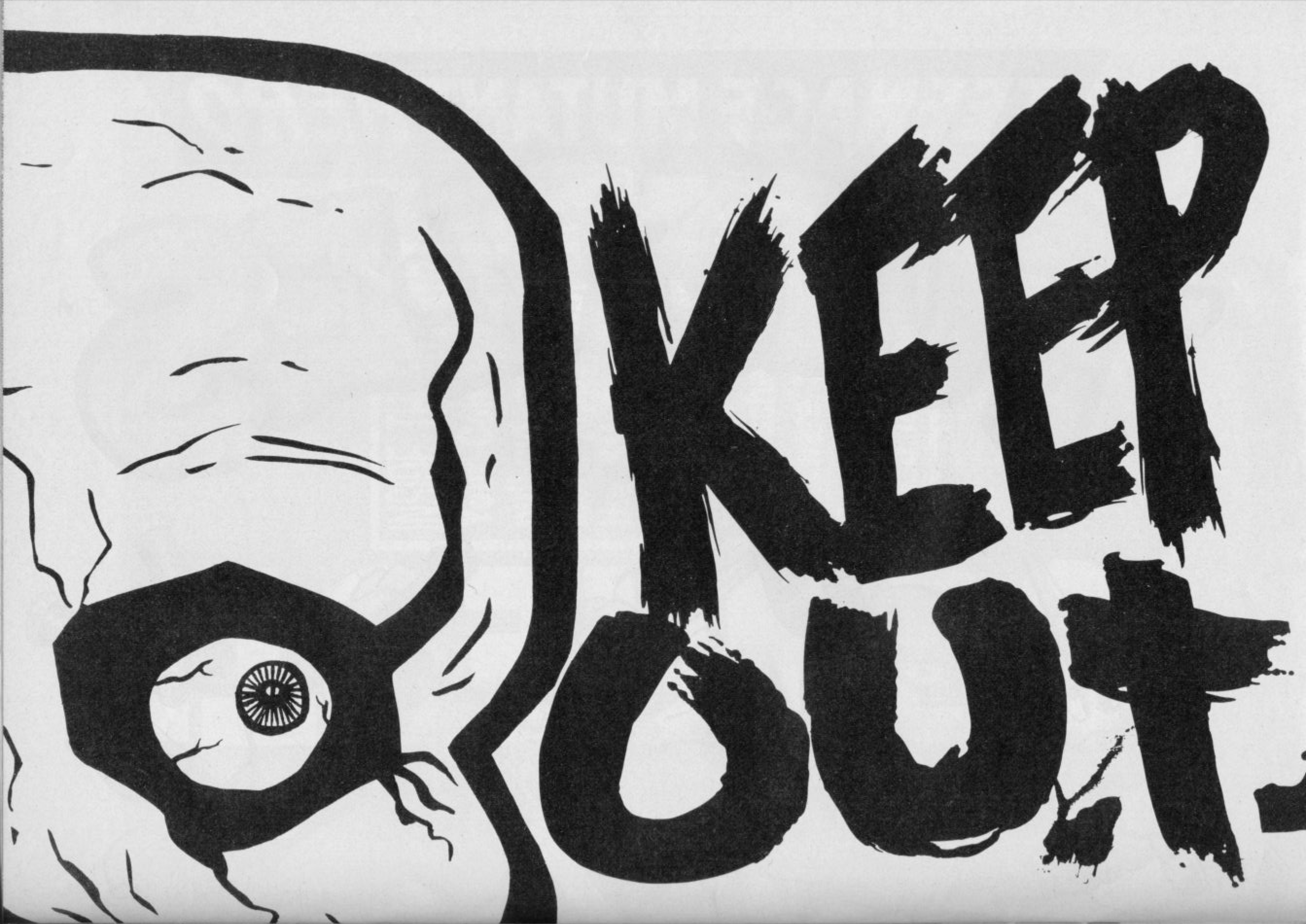
"GET YOUR TEETH INTO THIS GAME AND YOU'LL SOON FIND YOUR SELF WELL AND TRULY ADDICTED!" C + VG 87%

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KEEP
OUT


TEENAGE MUTANT HERO
TURTLES™

CONNECT!

INSIDE THIS MONTH

Your Connect pull-out contains.. More japes with the SU Crew, The Write Stuff, Penpals, Money off vouchers for software and all the usual bits. It's a larf init!

1



JIM'S GREAT

Dear Write Stuf, Jim's review of Chase H.Q. was spot on! I only got it a week ago but I'm already hooked! It's brilliant the way you turbo up to 419mph and the wheels screech when you go round a corner. I have just one snag though, it's a wee bit hard with joystick. My marks would have been :

Sound -98
Graphics - 97
Overall - 98
and a double SU Classic.

Barry Lynn, Clanrolla Park, BT65 5HZ

GIVE ME A POKE

Dear SU, Please could you tell me if you have any pokes for Ghostbusters 1, Topgun, Commeat, Batman, Topgun, Combat Lynx. (that will not need a multiface for) and if so could you please please print them.

Jonathan Ryall Blackwater, Surrey

P.S. I think SU is cool
P.P.S. I think SU Double Hits is cool

- ***Well we could print pokes for the above but it'd take oodles of space. You're better off looking at the pokes on the cover tape and seeing if we've got any of them on that.***

OVER THE RAINBOW

Dear Sinclair User, My favorite Computer game is Rainbow Islands, its ultra cool and Ocean made a good job of it too. This game is really fab and I love the Graphics of bub when he runs across a platform. I also think 94% was spot on and thank Jim for giving it that and I think I have a new hi score for Rainbow Island which is 543,180.

Christian Hall

P.S. I was pleased to see the Rainbow Island cheat in the September issue. I was one of the people who sent you this cheat, and wondering why you didn't print my name. Your mag is brill

PLOTTING

Dear SU, When I saw Chris' review of Plotting I went straight out and bought it. You said 'looks okay', plays brilliantly. I disagree, I think it should have said "looks okay, plays crap and puzzle fans shouldn't bother with it'. My rating is:-

Graphics 50
Sound 45
Playability 75
Lastability 50
Overall 49%

Stephen Smith, Coronation Road, B73 7AX

GARTH SEZ: "You're right! Chris got it wrong - Plotting should've had HIGHER marks. It's a great game and you're both wrong!"
CHRIS SEZ: "Well I'll be a Pizza packing pervy - I think you're both a couple of jam butties short of picnic!"

HARD SELLIN'

Dear SU, How could anyone possibly give Hard Drivin' a measly 76% its wellard (Drivin'). Its the first speccy game I've seen with a full compliment of gears and a clutch, however did Binary Design convert such a massive drivin' sim onto the spec, they've done it superbly.

Ben (Driving us mad) Hollis

P.S. It should have been scored 91%
P.P.S. Here are my top ten games:- R Type, Chase HQ, Rainbow Islands, Turrican, Strider, New Zealand Story, Midnight Resistance, Stunt Car Racer, Fighter Bomber, Cabal
P.P.P.S. Will Strider II filter down to the Speccy.

- ***Filter indeed! It's here already and it's built on the reputation of Strider I. Check out the review and see for yourself!***

BUDGET BLUES

Dear Garth, I am a bit cheesed off about most of the games you can get for the Speccy. The only two good games out of the budgets is Renegade and Fantasy World Dizzy. And in the full price games the only good games are Rainbow Islands, Chase HQ, Shadow Warriors and Double Dragon II most the rest are crap. By the way Italy 1990 is cool too. Please say hello to my friend Reuben.

Darren McConville

PS Your mag is absolutely brill, Cool and Outstanding from all the rest. And anyone who does not agree I will get my nunchuhkos out and beat the s*i* out of him.

Kensingtion Park, Co Armagh, BT63 5PQ

- ***Hello Reuben, how come you've got such a daft mate? Hasn't he heard any of these fab budget games: Wonderboy, Rastan, Pro Golf, Yogi, Guardian II..? And what the snecks wrong with Monty Python, Time Machine***

'ERE WE GO, (AGAIN)

Dear Chris, Congratulations for getting the review for Adidas Football just right. The presentation is excellent and the sound is amazing. The game is light years ahead of Kick Off, and in my opinion, better than Microprose Soccer. Here are my marks, and keep up the good reviewing.

Graphics - 81% Sound - 90%
Playability - 86% Lastability - 93%
Overall - 92% + Classic

Simon Gould, Tragan Drive, WA5 LPJ

GARTH SEZ: "Hello Simon you old Hacking Squadder you."
CHRIS SEZ: ""Ere we go, 'ere we go, 'ere we go.."

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyono thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

RACING MANAGER

Dear Garth, I am writing to ask if you have seen a game called Racing Manager for the Spectrum. I had it for about 3 year and then lost the tape and went to all the computer shops in N. Ireland the people in the shop that I got the game out of said they had never heard of it the way the game worked was you had so many horses in you stable and had to train the Derby winner. So Garth can you help me because it's the Best Racing Game that I have played (bar the National. It is the Best Racing Game that has come out so the Thumbs up for D&H Games.

Robert Taggart, Brae Grove, BT23 5TP

- ***Well I spoke to a very, very nice lady at D&H games and she told me that they don't have a game called Racing Manager so you're completely up the creak matey! If you don't believe me then write to D&H at 114, Clifton Rd, Shefford, Beds, SG17 5AN. Don't blame me if I say I told you so!***

TEENAGE MUTANT HERO TURTLES

Dear SU, Last Saturday I went to a really fabby arcade in Gt Yarmouth where I saw a well wicked game called Teenage Mutant Hero Turtles, I was playing Michaelangelo and I got up to Krang. What I want to know is if and when it comes out on 48K spectrum.

Alex Kiddle, Haverhill

- ***As you may have noticed, we already have the exclusive demo of the half-shelled heros on the cover. We've reviewed the game and given it a SU Classic and it's going to hit the shops just after us (around the 19th of November) - COWABUNGA!!***

SIX (EXCLUSIVES) OF THE BEST!

LETTER OF THE MONTH

Dear SU, I think that your magazines mega brill. I am writing to ask if the games that are on your games cassette are exclusive to you. Or do any other spectrum mags print these games.

A Rawlinson, Grange Rd, S71 4LG

P.S. Do you have any printed pens or badges as I collect them.

- ***Other Spectrum mags? Are there any? Each and every one of the games on the SU Six of the Best are exclusive to us. - there are no 'home made' programs on our tape. Each game has been available as a full price product at some time. Have an EXCLUSIVE SU Crew badge.***

VALUE CITY

Dear SU, Value for money. What I am talking about? Why the new rad game from Ocean of course, "Midnight Resistance". This is the first game that I would definitely say was worth every penny. the speccie was definitely used to its full capabilities and the graphics were awesome. This game should of rated:

Graphics 95%
Sound 80%
Playability 97%
Lastability 92%
Overall 96%
Lastability 80%,

HuH! This game is so addictive, you just want to comeback for more blasting mayhem. The mag by the way is in its own league compared to other rivals.

SU is definitely the only read.

S Dabla, Coniston Road, CT19 5JQ

INTERNATIONAL RESCUES

Greetings here from South Africa. I have been dedicated reader of your magazine from around 1984. May I say your magazine is totally rad! I am the proud owner of a 48k speccy and a QL which I got for my Birthday, but I received it without a manual or the programs that was supposed to come with it. My favorite game at the moment is Thunderbirds. My rating is as follows

Graphics: 90%
Sound: 70%
Playability: 85%
Lastability: 95%
Overall: 85%

Recently I bought History in the Making by US Gold. The Bruce Lee game was in the Anthology, my hi-score is 723940 but as soon as I reach that score the game crashes. Could you tell me is it the game that does not like me or is it a bug.

A friend from S.A. Johan Taute
PO Box 2434 Kriel 2271 Transuaal
South-Africa

SHADOW WARRIORS

Oiy! Jenkins, What do you think you are playing at giving Shadow Warriors 75%? It deserves much more than that. I mean the graphics are excellent. I must agree that they are a bit messy, also the colour is excellent and I think you're a complete plonker Jenkins. Here is my verdict.

GRAPHICS: 87
SOUND :80
PLAYABILITY :95
LASTABILITY:93
OVERALL: 96
PLUS A BIG CLASSIC

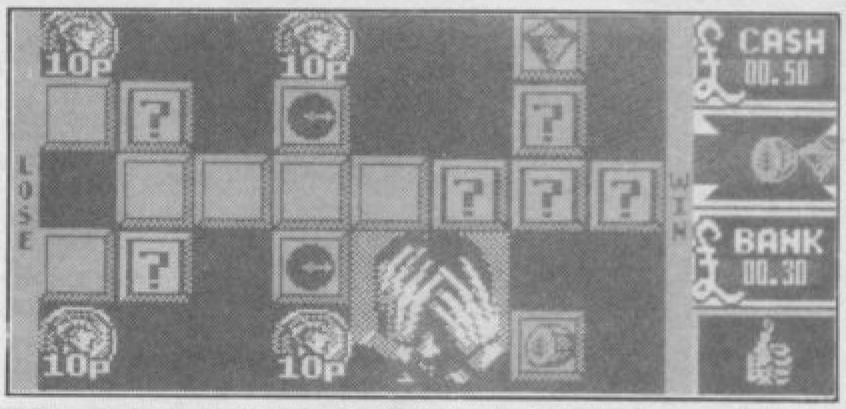
Martin Logan, Albany Terrace, G72 8QL.

PS I've got a tip for it if you can't kill the end of level baddies or the guys with the big tree trunks just keep jumping over them and they'll fall down and eventually die.



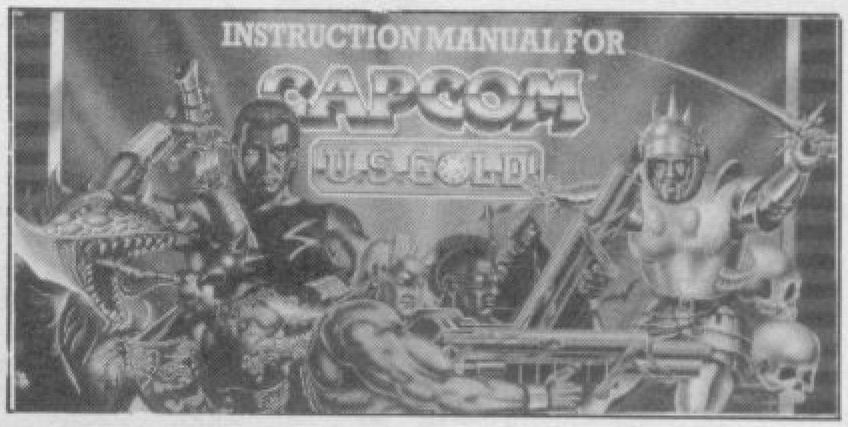
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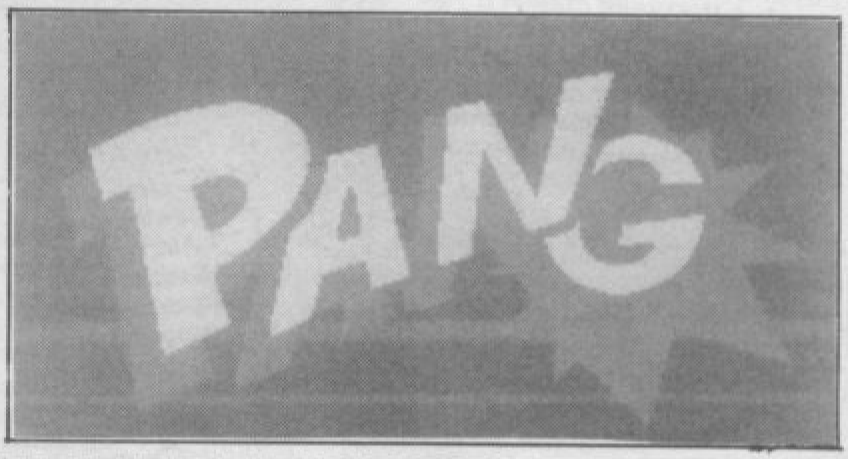
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'PEN'DEMONIUM

• CONTACT ME. I want to contact 128 and +3 users who are interested in hardware projects, assembly programming, CP/M, DTP, graphics and sound utilities and strategy games. I own a +3 and would appreciate replies from anywhere.

Richard Suzuki, PO Box 55259, CEP 04799, Sao Paulo, SP, BRAZIL.



• MORRISEY'S SON: Cheesed off 18 year old Astrophysics student who believes that Morrisey is his true father, wishes to swop Spectrum games. I have a +2 with over 500 original games, so send your list for mine. P.S. The Smiths are not dead, they're just hibernating.

Daren Pearcy, 103 Cross Lane, Crookes, Sheffield.



• WANTED!! The collected works, Data East's Arcade Alley, Dynamite Dan II, Pole Position, Pacman, Action Force, Fractus and Spy v's Spy 3. WILL SWOP FOR: US Gold Giants, Taito Coin Op Hits, World Cup Year 90 (Compilation), Pipe Mania, Dan Dare III, Bionic Commando, Continental Circus. All in perfect condition.

Mark Stevens, 30 Ayton House, Elmington, Estate, Edmund St, London, SE5 7NS



• REMEMBER ME?: I was at Lower Hyde Holiday Camp in Shanklin Isle of Wight. If you stayed here and said goodbye to a boy in glasses on the night of 24th August and was wearing a white denim jacket with roses on it then PLEASE CONTACT ME! I said I'd be back one day!

John Merchant, Chapel House, Broughton Rd, Carlton-Le-Moorland, Lincs, CN5 9HN



• ROLL ME OVER: Hello. I am a ten year old boy looking for a pen pal interested in SPectrums and Role Playing. Write to me.

Anthony Proctor, 15 Romeyn Rd, Streatham, London, SW16 2NU



• YOUR SPECCY CHUM: My name is John and I own a +2. I am looking for penpals of any age or sex who want to swop games, hints and tips. I have over 1,100 games. Guaranteed reply so get writing 'Speccy Chums'.

John Briggs, 32 Fernbank Rd, Undercliffe, Bradford, West Yorkshire, BD3 0PJ

• ARCADE FREAKSTER: I'm ten years old, male and am looking for a pen pal who's interested in Spectrum arcade games. I also have an Amiga and a Nintendo games system.

Aydin Hulusi, 68 Beulah Hill, Upper Norwood, London, SE19 3EW.



• FRIENDLY GIRLEY: Hi, I'm a friendly 14 year old girl who wants a BOY pen friend to write to and swop games for a +2 Spectrum. You can write from anywhere.

Kelly Webb, 5 Queensway, Maidenhead, Berkshire, S16 7SG

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Scott Daley, Lion St, Swansea. TEL: 0792 467809 between 3.30 and 6.00pm.

And there's a free game each month to be given away in our Penpal draw. Go on, write today - strangers will remain so until you offer the hand of friendship. (YEEecHH!)

In reply to Andrew Deas for old back issues of SU, here's what I have. NOV & DEC 1984 FEB 1985 to OCTOBER 1990 with most of the cover tapes for all these issues. C+VG OCT 84 - APRIL 88 All offer welcome.

Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU2

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TELL IT TO GARTH



Oo-er! What's going on? Where am I? What is this place? Yes, it's me, Garth (or as Mary on reception calls me Garthy - eeckk!). Jim's just scooted off to work for another magazine. Yes, I know, we'll all miss him but I won't. You see, the magazine he's gone to is ACE and it's only a few desks away so he can still manage to hit me with a few well-aimed data cassettes. Anyway, I'm sitting in HIS editor's chair now and basking in it's strange, near magic, radience of coolness and power but let's hope I can fill his shoes too (with custard!), as we look at the first month's batch of....TELL IT TO GARTH!

YOU'RE A LIAR

Dear Garth, you're a bloody liar and make no mistake. In the September issue of SU on page eight, you're playing a Commodre 64. Why didn't Jim sack you when he had the chance?

Stuart Ward, Southcote Lane, Reading.

• *Hey dude! Too heavy. Watcha want me to do? Kiss you and say I'm sorry perhaps? Well, Mr Telescope vision, if you'd looked carefully, you would've seen that the joystick I'm using wasn't even plugged into the 64. The reason it was in the shot 'anyway is 'cos SU have to share a review room with the spikey haired whingin' and whinin' premadonnas from C+VG. You think you've got it bad. Try sharing a broomcupboard with Rob 'Barking Mad Dog' Swan for five minutes. It's eternity man!*

OLD EDITORS NEVER DIE

Hiya folks! I just scribbled to say this. IF (or when) Graham Talyor left SU, yonks ago, (yes that's how long I've been reading it for!) how come he's the publisher?

Paul Walker, Aylburton, Glos.

• *S'easy dude! You see, when an editor gets far too popular with their readers, then the management shuffle them off into a dark, damp, office and away from the glare of publicity so that people will forget them. Don't forget, Il Duce, (Benito Mussolini, the Italian dictator that was committed to agressive Nationalism and the obliteration of Socialism and Neo-Communist sympathy), before conquering Ethiopia by the overthrow of the hard working and subsistant peasants, actually was the Editor of Interior Bathroom Tile Grouting Monthly, where he became so loved by Interior Designers that he left, and using his army of Interior Designers,built an annexe to Italy. The annexe was previously called Albania. So, you see, now that Graham's out of the way, all the good people of Albania can sleep in peace. (And the SU Crew can all suffer*

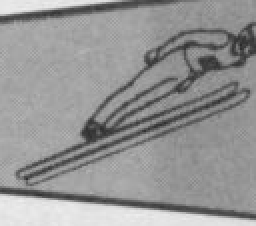
Want to get something off your chest? Itching to tell someone what you feel? Get it down on paper and send it to: TELL IT TO GARTH, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

CATCH YOUR CONNECTION

Dear Garth. I think your mag is totally awesome and I would like to congratulate the SU Crew on the excellent publication of the mag. I especially like the Connect bit - it is totally radical and I think you all deserve a raise. P.S. Keep up the good reviews lads.

Robert Baver, Staffa Rd, Glasgow.

• *Wow! Well we all think we deserve a raise too and so we told our publisher Graham (Forever England) Taylor who immediately fell to the ground with a (faked) heart attack. He came around and booked a three week cruise with a group of old crumblies from the Dr Nacared Rest Home for Incontinent Publishers. My word, he's awesome our Graham.*



A HOLE IN MY LIFE

Dear Garth. I've been reading your great Spectrum magazine for half a year now - I like it very much, and thanks a lot for the great, great Doublehits tapes. I like the reviews too, but unfortunately there is something missing from your magazine and that is simple progamming. I wish you had a simple technical page like that in the mag.

Sinan Karaca.

• *A new editor means new ideas dude! Maybe in the next issue we could have a Dear Doctor page eh? I'll just see if I can find old Jimbo's filofax with his mystic fix-it phone numbers....*

Tell it to GARTH

MR BROWN NOSE

Dear SU, Just thought I'd write to say to all those readers who agree with what Simon Maclean wrote. Someone should go out and shoot you (this means Simon as well). If you like reading unfunny reviews and all that other sort of rubbish then go out and buy Y* or C***h. Now that I've finished moaning on to something else: I'd like to say that Ocean have really raised their standards. I've always liked Ocean games but there was no colour; the sound was OK but not amazing - that is until Rainbow Islands hit the streets. The colours are amazing - no clash at all. After that I thought they can't top this (but I was drastically wrong). So, was this the end of amazing games? No way hosay! I played the demo of Midnight Resistance and boy what a shoot 'em up; the colours aren't just stuck anywhere like some games I could mention. But the armoury has to be the best bit. I hope Ocean are going to make more games like this.

Andrew Parkins, Birkenhead, Merseyside

- *Well thanks for your letter - praise indeed for Ocean. Are you sure you're not in some way related to Gary Bracey, (big)head honcho at Ocean? If anyone else out there wants to have a good grovel then just mark your envelopes **SUCK UP FOR SOFTWARE** - The slimiest, most fawning bootlicker will get a special prize.*

NO DUMB GIRLIES

Dear Garth, I read the article 'readers scorces recently, and totally agree with Colin. In every game there is at least one fault. In every game I know, there has always been something wrong (no game is perfect).

I think people who look at games, play them and then only really think about the playability as a score are either unimaginative, dumb, dumbos, or doubly DUMB!

Now I have said that, I have 2 questions to ask. 1. Is it against the law to communicate through computers, if not, how do you? 2. A couple of times in the same issue, there was quite a mention of C**h and Y*. What do these mean? Before the holidays I only had time to play the games and read the pages of games I could order (Which I must say are very good). I never got around to reading the rest So PLEASE explain.

P.S. I really think you should put the address a bit clearer I had to look in 'The Write Stuff' to send this.

Miss (note!) Leigh Williams, Hillfoot Road, SG5

- *Oooohh! A girlie - and a clever one at that! Yes, even Chris 'Mr Hateful' Jenkins agrees with your points on playability, and, as we never have enough womens view-points on these pages the answer to your questions are... It's not against the law to communicate with computers, but it must be with the owners permission. You will how-ever need a modem for any distances over several feet (which you can do with comms software and a data cable. There are bul-letin boards all over the place. Some are free but all of the bigger ones cost a mem-bership fee. And secondly we sometimes men-tion the competition by usually, only in passing.*



LUSHIOUS Y-FRONTS

Dear SU, Sorry if this is at the wrong place. Please can you send this on to 'TELL IT TO JIM' In a recent issue you had a letter from Jane Burman about the cheat for Arkanoid - The Revenge of Doh, it is not PBRAIN, it is in fact MAAAAH for The Revenge of Doh game, PBRAIN is for the original Arkanoid. Your Doublehits tapes are lush, I've got all of 'em. Your Demos on No.3 were a bit easy (I passed both of 'em on me first go), apart from that S.U. burns Y.*. and CrASHIN's skiddy purple nylon Y - fronts into oblivion. Keep up the good work, by the way how much are subscriptions.

Yours Neil "One hell of a fan of S.U." Cole, Glanymor Park Drive, West Glamorgan

- *Yes, you did send your letter to the wrong place, and worse, you addressed it to the wrong person - JIM! I mean, I don't fancy being editor if everyone keeps calling me Jim (even if he is slighyly better looking than me). Anyway, as to your letter... 1) How do you know that the two mags that you mention have any Y fronts at all? Perhaps they actually don't wear any at all (the dirty devils.)*

POO FOR BRAINS

Yo Garth. Is that Chris Jenkins a complete carp head or what? In SU's November issue, he spends half of the re-view of New York Warriors wondering where they got the idea for the bloke in the baseball uniform that appears in the add. Wake up Jenkins, you twit, what "The Warriors" - it's an old gang warfare film that you'll find in your old gang warfare video shop and it's really like the game. (Yeah the game looks mega wicked!) At least Chris' game reviews are better than his rotten film knowledge. P.S. SU November is just the business with six games. It cr**ps on YS and Crash!

Martin West, Wood Green, London.

- *Yes Martin, Chris is indeed, a carp head but at least he doesn't make typing mis-takes like you do. (After all, you didn't really mean C.A.R.P. head did you?*



WELL TUG MY TOGA FOLKS, IT'S THE S.U CREW IN...
WHEN IN ROME!
JIM
GARTH
OH YESS, MISSUS. BRUTUS HAS A DASTARDLY PLOT TO KILL CAESAR - THE DIRTY DASTARD!
Whisper... SNEAK IN... Whisper... BUMP OFF CAESAR! ... . Snarl ....
AND IT CAME TO PASS THAT OUR JAMES IS HAVING TO TAKE IT, (NO, DON'T TITTER) LION DOWN...
OOH! THAT LOOKS DANGEROUS!
NICE PUSSY!
SWISH!
GGRR!
ACTUALLY KIDS, I QUITE LIKE
... NOW HE'S GOING TO GET IT!!!
BIFF! ROAR! POW! BITE!
HOORAY FOR THE LION!
HAS THAT LION GOT A BEARD?
OOH DEAR, THIS ISN'T QUITE HOW I PLANNED IT!!!
BOOMPF!
A QUICK CHANGE OF RESULT ENSUES...
HOW'D YOU DO IT?
MY USUAL KNOWLEDGE OF LION FIGHTING - AND THIS BIG STICK!
AN INTIMATE KNOWLEDGE OF LION FIGHTING?
DON'T FORGET THE BIG STICK!
HOW COULD I FORGET!
C'MON, CAESAR WANTS TO SEE US!
PON MY SOUL MISSUS, CAESAR'S PALACE!
S.U CREW! THE BOTTOM IS FALLING OUT OF MY WORLD!
TRY ANDREW'S LIVER SALTS AND THE WORLD WILL FALL OUT OF YOUR BOTTOM!
JIM'S LOVELY MEDAL
NO, SOMEONE IS TRYING TO KILL ME!
NO PROBS! WE'LL SORT IT!
WOE, WOE, AND THRICE WOE - BEWARE THE IDES OF MARCH - CAESAR OLD MATEY!
GOD, I'M BUTCH!
BRUTUS, CAN WE GRAB A BURGER AFTERWARDS?
CAESAR'S PALACE
SHUT UP FOOLS, WE'RE NEARLY THERE!
THE S.U CREW ARRIVE!
GET 'EM LADS!
THINK I BETTER MAKE MYSELF SCARCE!
HEH! HEH! THEY'LL NEVER CATCH ME IN THIS LION DISGUISE
OOH NO, LOOK, THE S.U CREW ARE UP THE COLOSSEUM WITH CAESAR L-LUCKY DEVILS.
WHO IS THAT BLOKE?
ANOTHER BEARDED LION - MOST UNUSUAL!
YEAH WE FOUND IT IN THE BUSHES NEAR YOUR PALACE!
STEVERINO HARMAN
TAKE THAT, LION!!
OUCH!
CURSE THAT S.U CREW!!
I'D SAY BRUTUS HAD A 'ROAR' DEAL, EH KIDS, SEE YA SOON!

Greetings, mortals. As we approach the twilight of another year, grey clouds skid by outside, the chirds are burping (as Doctor Sponner might have said) waiting for some crumbs of comfort; my neighbouring hellhound looks miserable and forlorn and I'm beginning to forget what the sun looks like. That big yellow thing in the sky, silly person, not the newspaper! But never fear, adventures are here, so let's see what's been happening since I was last in touch with you.

*G*rr, why does the telephone always ring when you're in the middle of doing something? I have already told somebody that I do not want to buy a satellite dish from them, now I have just informed an anonymous voice over the 'phone that I have no desire to purchase their double glazing, excellent though it undoubtedly is. Is there any way of stopping these confounded people, dear reader? Short of taking the 'phone off the hook while you get deeply involved in an adventure game, that is. Ah me, no wonder John Wilson at Zenobi Software will have nothing to do with the phone, perferring carrier pigeon or the post office instead, which ever is the faster. There goes a wise man (although he always seems to be covered in guano.

*A*nother wise man is clearly Tim Kemp, for he has produced a bimonthly adventure fanzine which is dedicated totally to the Spectrum, to the complete and utter exclusion of all other computers - 52 pages every A5 size issue that most fanzines seem to favour these days, at a cost of £1.50 only.

*I*t covers the same sort of ground as things like Adventure Probe, in that we have reviews, hints and tips, completions, articles about writing adventures, and so on, but with the obvious difference that everything is written for and about the Spectrum.

*T*he magazine is called From Beyond, and looks very professional; in appearance. I haven't the faintest idea why it's called From Beyond, though perhaps it's something to do with the fact that overseer Tim lives in Norwich, but we just don't know.

*S*till, Tim can call it what he wants. As I say, each issue costs just 1.50, and a copy of the latest issue can be yours if you send a cheque or postal order (made out to T Kemp) to the following address: Tim Kemp, 36 Globe Place, Norwich, Norfolk NR2 2SQ.

BOOKS

*H*aving mentioned Adventures Probe, I see that the company living at the same address, namely Atlas Adventures Software, has got an interesting book on offer, It's called The Beginners Guide to Adventuring, written by Dave Havard, and it costs a mere 3.00 (including post and packing, unless you live overseas, in which case you have to add on another pound).

*U*nlike most books that I've seen about adventures, this has nothing to do with writing them, publishing them, or selling them. It is, quite simply, about solving them instead. It contains many useful ideas the novice and the experienced adventurer alike, so if you're the sort of person who gets baffled by locked doors and mazes, confused by hideous green Viroids and axe-throwing dwarves, and who is tempted never to draw a map again because they are always going disastrously wrong (I know the feeling), then this book might just contain the sort of information that you're looking for.

*A*tlas Adventures Software are the company to make the cheques and postal orders out to, 3.00 is the amount, and the address is : Mandy Rodrigues, 67 Lloyds Street, Llandudno, Gwynedd, LL30 2YP.

I notice that Atlas are also offering a service of providing cassette inlays and instruction booklets or sheets for your adventures games. Having seen one or two games recently that have been criticised for their lack of such things, or for their poor quality at any rate, it might be worth getting in touch with Atlas if you are considering writing and publishing your own adventure games. Same company, same name, same address, for a quote and perhaps some samples for you to consider before you buy.

*A*s if all this isn't enough for you to read, we move on to something else. However, this time what you are going to be reading is up on the screen rather than down on paper. Enigma Tape Magazine, which is managing to pass the test of time quite nicely, has an awful lot about adventure games on it, written by someone who calls himself or hersel' The Troll.

*T*he magazine doesn't only cover adventure games, I might point out, it does delve into utilities, demos and arcade games, and it also covers the Sam Coupe as well as all Spectrum machines, but the majority of the stuff on it does seem to be based on Spectrum adventures. It can, thankfully, be transferred to disk very easily, which speed thing up a lot.

*Y*ou use the curser keys to trundle around through the pages and the di ferent sections, and in its pages you'll find reviews, interviews, a competition, hints and tips, and also an adventure or two to play for yourself. The price is a very low 1.99, and although no name appears to own up to producing it (apart from the Troll, and very few trolls have bank accounts). Cheques and postal orders should be made out to the company E.S.D. The address to write to is: E.S.D, 15 Westfield Road, Inverurie, Aberdeen AB5 9YR (and not Aberdeenshire, as I saw written somewhere.

*T*his reminds me of a mistake I once saw in a Dragon adventure column. The coiumnist was quoting an address in Malta, and gave what he thought was the post code as part of the address. The post code was in fact nothing more than the date! The person writing from Malta just included 27-08-86 (or whatever it was) after the address and the trusting col umnist told all his readers to includ it as the post code, 27th of August 1986, a post code? Foolish man.

*T*o conclude, a plea before I get around (cue for a song there,I feel) to mentioning some new games in next month's issue. Can people please stop producing adventures that are (a) full of bad spelling (I) mention no names, just something to do with Fire and Ice) and (b) capable of being solved in a very small number of moves? This sort of thing puts people off buying genuine games, I'm sure. It puts me off anyway. I've just seen a solution to a Spectrum game that has just 25 moves in it! Ridiculous!!

*C*limbs off pedestal, takes telephone off hook slinks off for a bath. Bye!

*D*RAGON SLAYER

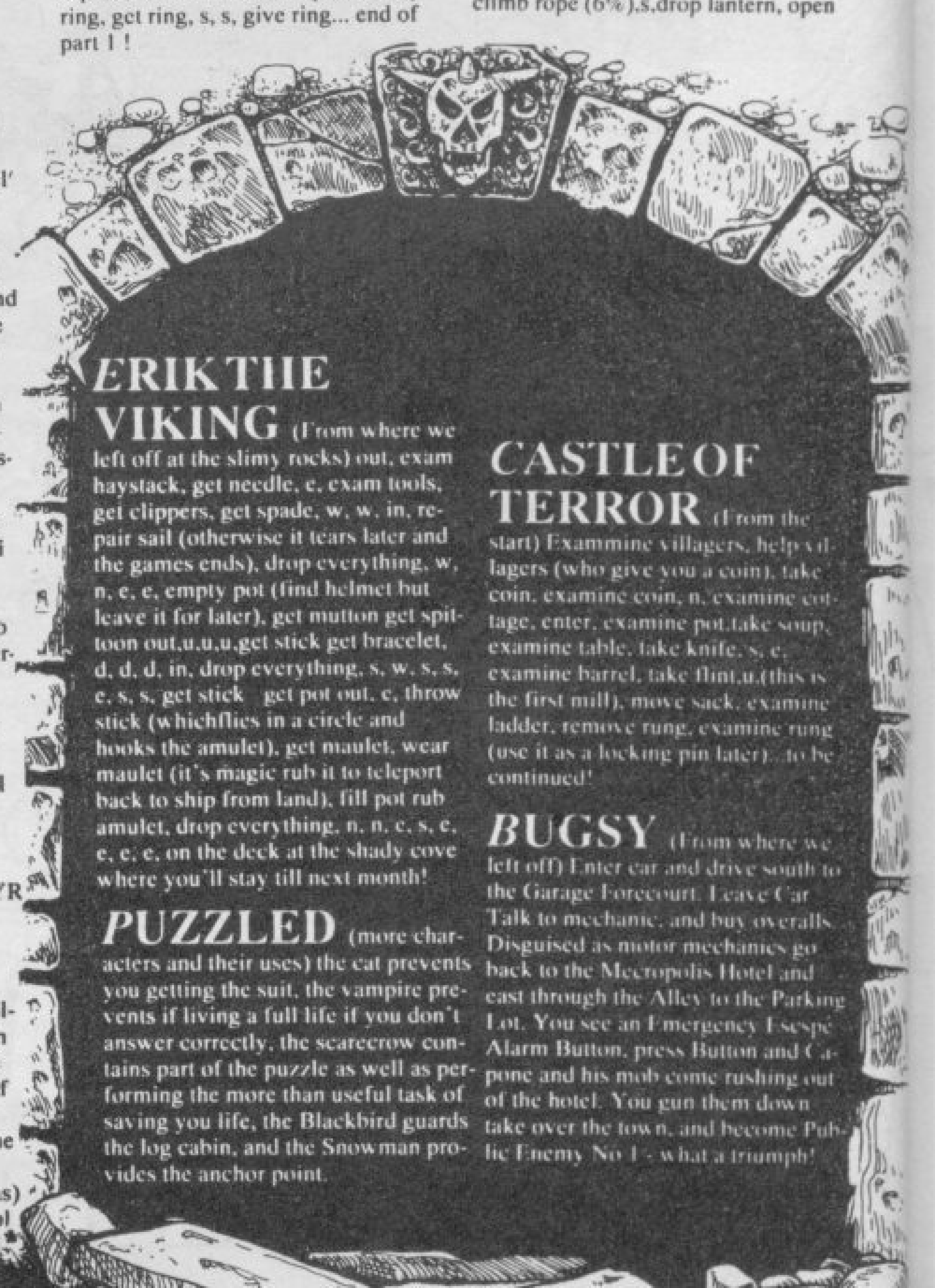
(From the start of part 1) e,n,n, get scythe, s, s, s, w, get key, w, up, w, swim river, w, u, w, cut thicket, get spear, e, d, n, u, get shield, d, s, e, swim river, e. d. w. n. n, get bag, s, s, e, e, e, give bag, drop scythe, n, w, w, get matches, e, e, s, s, s, s, s, drop axe, get axe, n, n, n, n, get scythe, s, s, s, s, cut brush, drop scythe, get helm, get brush, drop brush, n, n, u, w, w, get lantern, e, e, d, s, s, drop key, get axe, light lantern, d, w, s, s, jump chasm, s, drop matches, get diamond,n, jump chasm,u,w,n,u,n, throw axe, drop diamond, get axe, get ring, wear ring, get rope, s, d, s, e, throw rope, climb rope, s, s, swim moat, drop axe, drop ring, get ring, s, s, give ring... end of part 1 !

*D*ODGY GEEZERS

Part 1 (from the start) you are in your prison cll, but the warden enters and tells you that it is your day of release. Go east and immediately south to the vistor's room, where Bullet-Proof George will give you a slip a paper containing a vital telephone number. It is Friday morning ,go west to st. Jude's Road Northeast to Pork Pie Parade, Northeast to Electricity street and south to the Korner Kaff, where you find a telephone and a Fire Extinguisher. Examine paper, which says "Little Ken 943 9999" phone 943 9999 and when asked who you want say Ken, Ken answers and gives you a tip for the next race - Things In Bags...will it win...we'll see next time!

*G*AUNTLET OF MELDIR

(From where we left off) take knife, n, look, give stone (druid gives you magic spell - 6%), n, n, w, s, s, n, w, (6% for getting through maze), use magic (bears turn to stone - 6%), w, w,look, cut misteltoe (with golden knife - 6%), drop knife, w, n, n, n, n,look drop misteltoe,take shovel,n,look, useshovel, move boat, enter boat (only need angel,rope,shovel - 6%), take pear, n, n, e, take wine, w, w, take lantern, n, n, drink wine, eat pear, move tapestry, look, take casket, open casket (6%), take key pour oil (from the lantern to calm the waters), tie rope, climb rope (6%),s,drop lantern, open



*E*RIK THE VIKING

(From where we left off at the slimy rocks) out, exam haystack, get needle, e, exam tools, get clippers, get spade, w, w, in, repair sail (otherwise it tears later and the games ends), drop everything, w, n, e, e, empty pot (find helmet but leave it for later), get mutton get spittoon out,u,u,u,get stick get bracelet, d, d, d, in, drop everything, s, w, s, s, e, s, s, get stick get pot out, e, throw stick (whichflies in a circle and hooks the amulet), get maulet, wear maulet (it's magic rub it to teleport back to ship from land), fill pot rub amulet, drop everything, n, n, e, s, e, e, e, e, on the deck at the shady cove where you'll stay till next month!

*P*UZZLED

(more characters and their uses) the cat prevents you getting the suit, the vampire prevents if living a full life if you don't answer correctly, the scarecrow contains part of the puzzle as well as performing the more than useful task of saving you life, the Blackbird guards the log cabin, and the Snowman provides the anchor point.

*C*ASTLE OF TERROR

(From the start) Exammine villagers, help villagers (who give you a coin), take coin, examine coin, n, examine cottage, enter, examine pot,take soup, examine table, take knife, s, e, examine barrel, take flint,u,(this is the first mill), move sack, examine ladder, remove rung, examine rung (use it as a locking pin later)...to be continued!

*B*UGSY

(From where we left off) Enter car and drive south to the Garage Forecourt. Leave Car Talk to mechanic, and buy overalls. Disguised as motor mechanics go back to the Mecropolis Hotel and east through the Alley to the Parking Lot. You see an Emergency Esspe Alarm Button, press Button and Capone and his mob come rushing out of the hotel. You gun them down take over the town, and become Public Enemy No 1 - what a triumph!

The Sorceress



gate, use key, e, look, open chest, use key, take book, read book, drop book, say prayer, take candle (6%), w, look, n, drop candle, look, put angel (back on gravestone), dig ground, dig ground (find gauntlet - 8%) take gauntlet... another triumph!

*G*REMLINS

(From where we left off, but first some advice: gremlins appear and bother you from time to time, so Go Cinems, south, start Projector, and they'll stay and watch the film) make for the garage, open Valve, make for the swimming pool & go to the location by the Y.M.C.A., go door, drop all, go pool, get plug, make for the mailbox , light Flashlight, Insert Flashlight (stripe the gremlin jumps out of the mailbox and runs away!), Open Valve, light Tourch, Cut Box, Close Valve (you've made a pile of metal plates), Get Plates, make for the department store, Go store, keep knife and drop everything else in the foyer, back to the Tavern, Go Bar, Get Camera, Push Button...to be continued.

*D*ANGER MOUSE IN THE BLACK FOREST CHATEAU

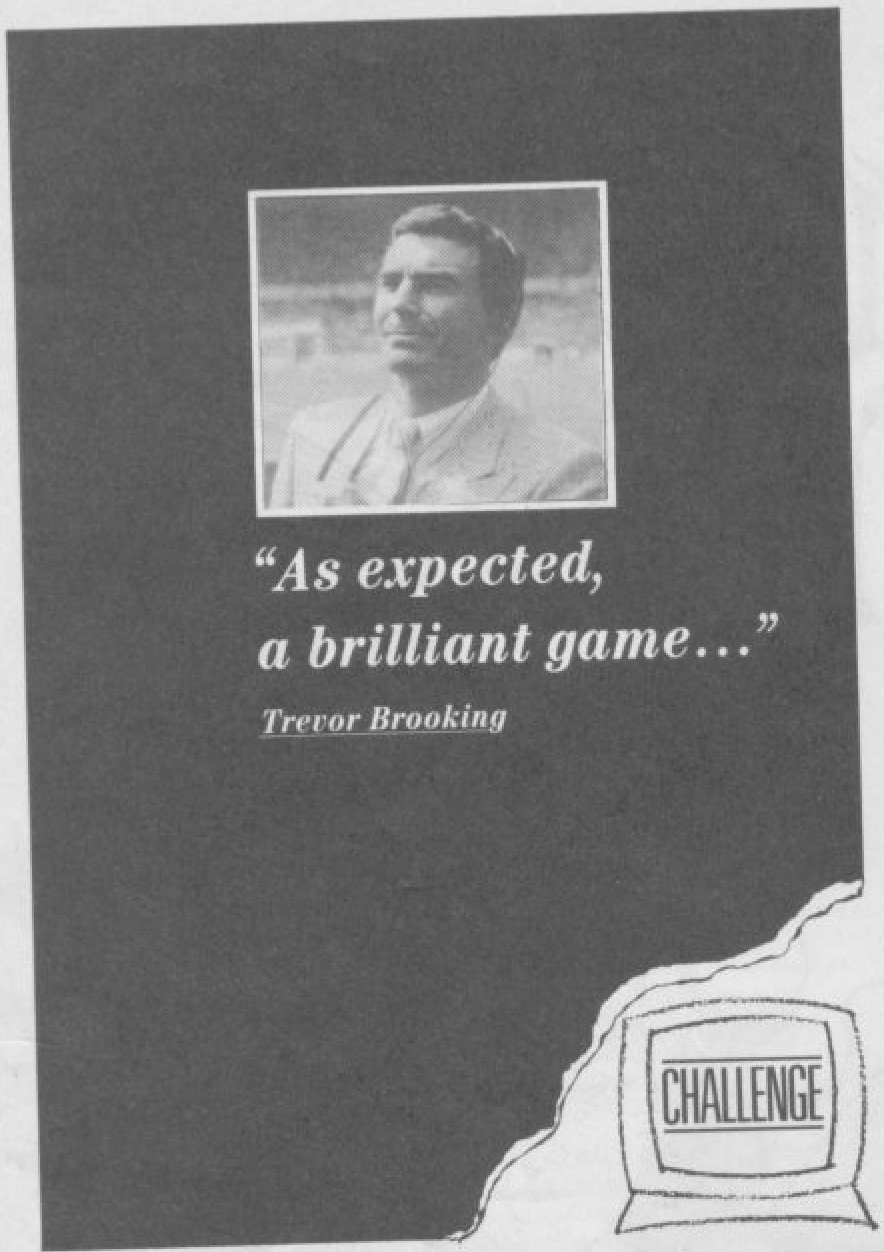
(From the start of part 2) 7842981, take file, enter tunnel, climb ladder enter stable,return, go mousehole, go dungeon, enter passage,s,s,s,s,cut padlock, enter store, take basket, leave, return, n, n, n, n, take tongs, go passage, w, w, s, e, e, e, e, take glue, climb stairs, take thread, examine window, lever window.climb ledge, enter library, climb window, look down, enter stable, take pliers, return go mousehole go dungeon, go passage, w, w, s, e, e, e, e, to be continued!

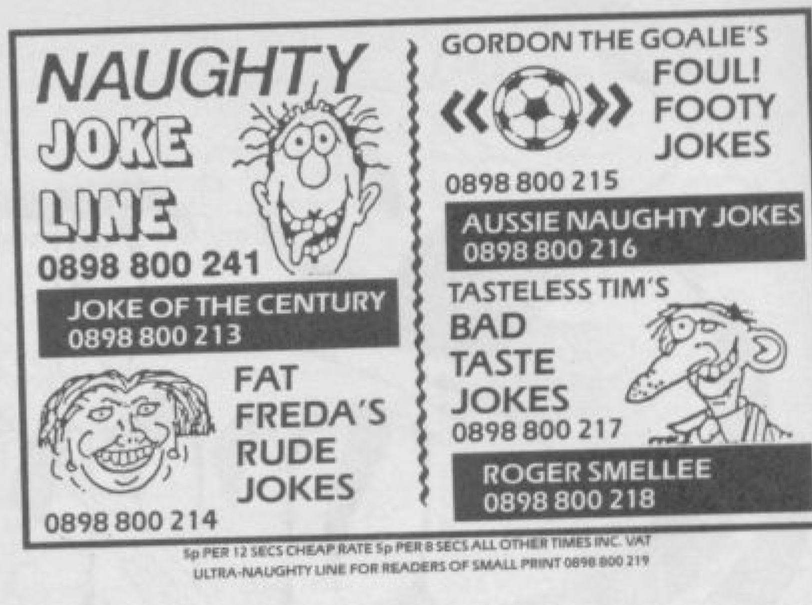
*R*ED MOON

(From where we left off at start of mission four) take gloves, n, e, e, d, s, e, s, open door, e, e, s, e, take mushroom, n , w, w, w, bury gaint wear gloves take sword, se, s, take flask, n, nw, w, s ,s examine beans, open trapdoor, d, s, s, take tubing, n, ne, open door, se, turn safe (it has no back!), take box (do not open it yet and ignore the loose lid), sw, bury guardian. Nw, ne, open door, se,sw,open door, n, nw, n, nw, e, nw, n, u, u, u, say humak (door bolt slides back), open door, out, n, e, e, e, d, se, d, d, open door eat mushroom, take chain mail take gas mask open door, w, u, u, nw, u, w, w, s, drop sword drop gloves drop spices, drop chain mail and wear mask, open box take emerald drop box, drop emerald, drop mask, score...end of mission four and your score should be 400/1000, you are still a real adventurer, and the mask, flask and tubing is your underwater gear for later on.

*D*OUBLE AGENT

(From where we left off) wait (agent 2 on hold), turn tap (of oil drum - the crystal is safely submerged in oil again), east 2 (select agent 2), enter (blue code number) hold ladder (agent 1) wait (agent 1 on hold) down (ladder) get bottle get bucket, get rock, enter (red code number) wait (agent 2 on hold) enter (red code number) beam up...the end!


"As expected,
a brilliant game..."
Trevor Brooking
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ARE YOU HARD?

Well are you? I'm talking to you! Are you the sort of bloke who can handle himself when tempers fray, or do you need a clean set of undies every time push comes to shove? As the world around us becomes increasingly troubled on a day-by-day bonus, your capacity for violence is vital - and it's just as important to know how tough you really are. Many people don't know their own strength, bowing out of situations when they could easily sort out the problem with a couple of well-timed right-handers. Others, however, deliberately spark off barnies because they fancy themselves, and then get a right kicking.

Here at SU we reckon ourselves a fair bit. On the streets, our Ed is known as Garth The Dastard due to his dastardly, no-nonsense approach, whilst erstwhile designer Osmond Browne's artistic hands aren't just limited to cutting up paper and sellotape. Yes, we're all pretty hard at SU Towers, and so who better to compose this handy questionairre designed to find out how hard YOU really are.

WHAT TO DO..

Simply answer each of the questions as truthfully as possible, and then tot up your score. The scoreboard will tell all.

THE QUESTIONS.

1 While travelling home on the tube, several football supporters, obviously the worse for drink, get on your carriage and proceed to insult and throw half-empty beercans at you. Everyone else cowers behind their newspapers. What do you do?

A Cower behind their newspaper and hope they go away.

B Stand up and point your right index finger at them in a threatening manner. Then hope they go away.

C Leap up from your seat, put the leader's head through one of the side windows, butt another guy in the face and use roundhouse kicks to dispose of the others. Then steal their beer and force them to apologise to everyone else on the carriage under pain of death.

2 Walking home down a darkened alleyway late one night, you suddenly find yourself surrounded by several unsavoury looking characters wearing balacalavas and carrying filed-down screwdrivers. One of the larger gang members approaches you and says "Hand over the cash." What do you do?

A Immediately hand over all the cash you have, along with your cashcard and PIN number, expensive watch, car keys and jewellry. Then write them an IOU for even more cash and hope they go away.

B In a cleverly-disguised move, take all the money from your pockets and stick it in



your sock while they're not looking. Then pull your empty pockets inside-out and say "But I have no money!" Then hope they go away.

C Reach nervously inside your jacket as if you were going for your wallet, but instead produce a .44 Magnum Automatic armed with Teflon-filled fragmentation bullets and mercilessly gun down half of the gang, leaving a few alive. Then demand that the rest of them hand over all of THEIR cash and give themselves up to the police forthwith.

3 You're in the local Chippy one Saturday night, waiting patiently in the queue, when two instructors from the combined Karate/Wrestling School across the road stride in, barge to the front of the queue and place their order. What do you do?

A Wait patiently as before and hope they get their chips very quickly and go away.

B Cross your arms and make stifled tutting sounds, but hope they don't notice and go away.

C Reach over to the other side of the counter, grab a piece of cod and beat them. Then throw them out of the shop and get back in line, this time with a bigger order in mind.

4 Still at the Chip Shop, you finally make it to the front of the queue. What do you order?

A Just a small portion of chips. You has a big breakfast, and too much cholesterol is bad for you.

B Five large portions of chips with lashings of salt and vinegar, extra grease and two jars of pickled eggs. And a saveloy.

C Ten pounds of uncooked chips laced with broken glass and rusty nails, a plate of sharp-edged and hazardous fishbones and a glass of boiling-hot batter to wash it down with.

5 While out with your soul partner, they say something that you don't quite agree with. What do you do?

A Look at it from their point of view and change your views to correspond with them. You don't want to start a fight.

B Disagree, but make it clear that you respect their opinion all the same. Then splash out on a romantic dinner for two to try to forget the incident.

C Give them a slap round the face and twist their arm around their back until they apologise to make bloody sure they don't do it again.

6 You've decided to spend a night in in front of the telly. What do you want to watch?

A Something without all this excessive swearing and violence in it. How about Noel Edmonds' Saturday Roadshow.

B Something a bit stronger, like The Sweeney or Miami Vice, but turn it over whenever the violence gets a bit too much.

C Pro-celebrity Pig slaughtering followed by live illegal Pit Fighting from the USA and a film about human experiments.

7 You're cooking a meal one night when, while peeling a potato, you nick your thumb with the knife. You think you notice a trace of blood. What do you do?

A Holding back the pain, crawl to the first-aid kit. Then wrap your entire hand in bandages and rush to the hospital immediately for a series of tetanus shots and perhaps some emergency microsurgery.

B Shrug off the cut, but run your thumb under the tap all the same, and try to keep it away from lemon juice and salt as you prepare the rest of the meal.

C Look disgustedly at the feeble cut, then hold the hand in a sink full of hot salt water for several hours.

8 While enjoying a quiet drink in a top London nightstop, who should walk in but none other than Arnold Schwarzenegger, accompanied by his pals, Dolph Lundgren and Jean-Claude Van Damme. What do you do?

A Even though they're your childhood heroes, sit back and say nothing. You wouldn't want to annoy them.

B Rush over excitedly, ask them for their autographs and offer to buy them all a soft drink. Then find out about all their new films.

C Barge through the bodyguards, shove Arnie in the chest and exclaim "Reckon you're hard, eh?" Then spill your drink down Jean-Claude's shirt and accuse him of making you do it. When Dolph intervenes, kick him in the shins, lift him up and judo-throw him over the bar. They won't be messing with you again.

9 You're in the pub with a few mates, minding your own business. A small bloke at the end of the bar seems to be making fun of your Special Forces tattoo. What do you do?

A Drink up and go off to another pub where there's less trouble.

B Stay where you are, but retire to the snug and keep out of his way. Live and let live, that's your motto.

C Ask him to leave the pub now. If he doesn't beat him with two loaves of bread and then eat him for breakfast (or dinner if you've already eaten that day)

10. You've always wanted to own a dog. What breed do you choose?

A) A small French Poodle with three legs and no teeth.

B) A large Labrador, but one that's been thoroughly trained as a Guide Dog and wouldn't dream of attacking anyone.

C) A half-starved and mistreated Pit Bull Terrior/Neapolitan Mastiff cross-breed with teeth extensions and a fanatical dislike of anything with less than eleven legs.

HOW DID YOU SCORE?

0 - 20 **You wimp! What kind of cry-baby, thumb-sucking, lilly-livered pussy are you? You're more likely to run home to Momma and hide quivering under her apron than stand up for yourself when things get rough. In fact it's a miracle you ever make it out of the house at all, for fear of looking someone in the eye and provoking an attack. Get with it dude!**

21-49 **Hmmm, not bad, but not exactly Mike Tyson material either. You're not afraid to answer back to school bullies and drunken yobs, but as soon as they flash the steel you're likely to go a bit funny in the bottom department. Perhaps a few more close encounters of the violent kind will increase your aggro factor.**

50+ **Alright mate, I didn't mean anything by it! I wasn't looking at you, honest! You're the meanest, leanest, roughest toughest kind of urban animal there is. The streets are your jungle, and you're at the top of the tree. In fact, you probably would enjoy life better, swinging from place to place, fighting alligators with a 1" cub scout pen knife, biting the heads off elephants...**

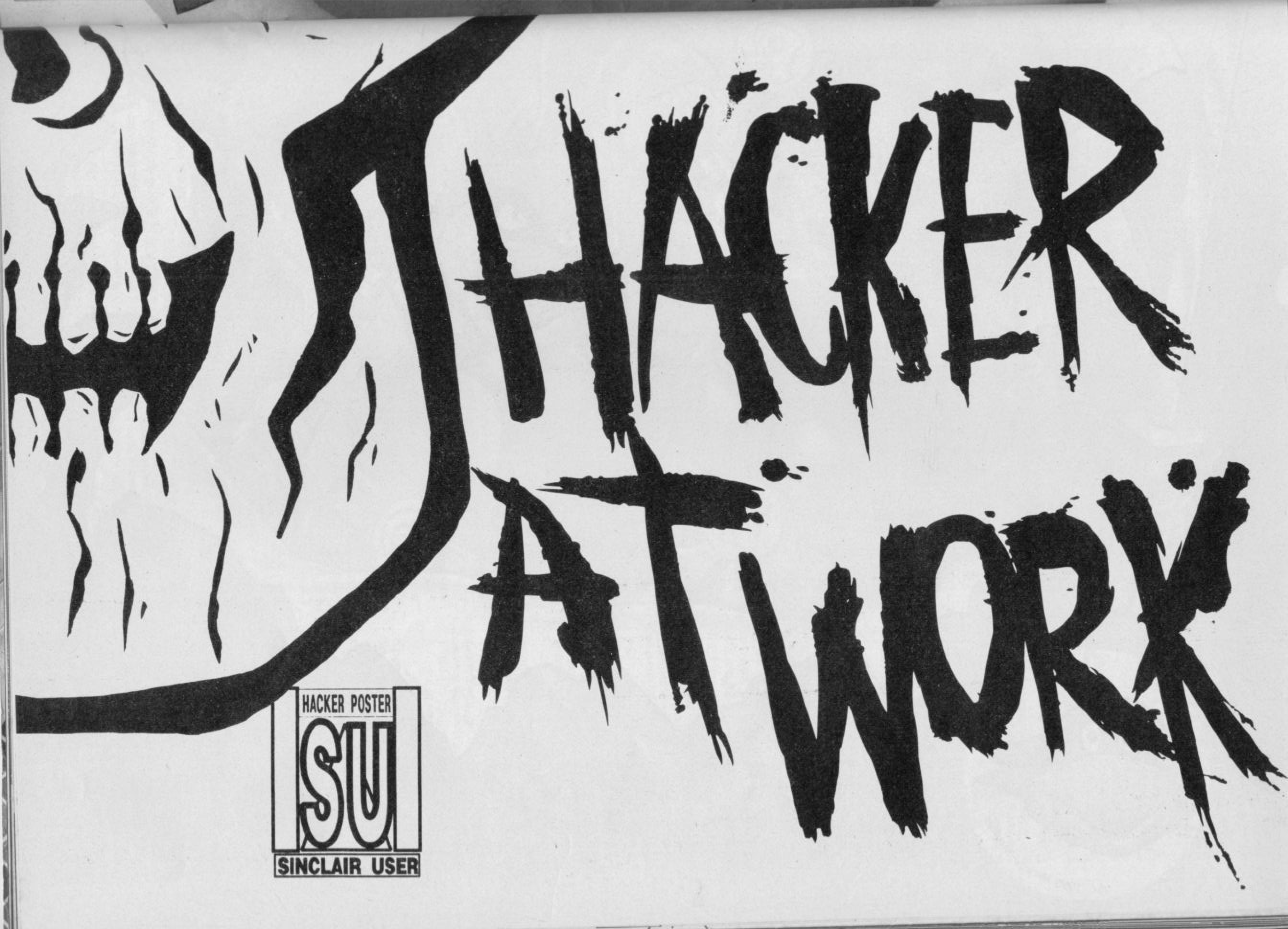
A = 1 point B = 3 points C = 10 points



BUT WAIT....THE IMPORTANT BIT

Always remember - there's nothing big or clever about violence, and you must always look to deal with potential confrontations by means of rational discussion and compromise rather than acts of senseless violence. We live in a violent society and it's up to us to make it safe for generations to come. So let's not take the glorification of violence that we see in the media as being cool or hard. We're all responsible for own society. Right kids?


COWABUNGA! THEY'RE HERE
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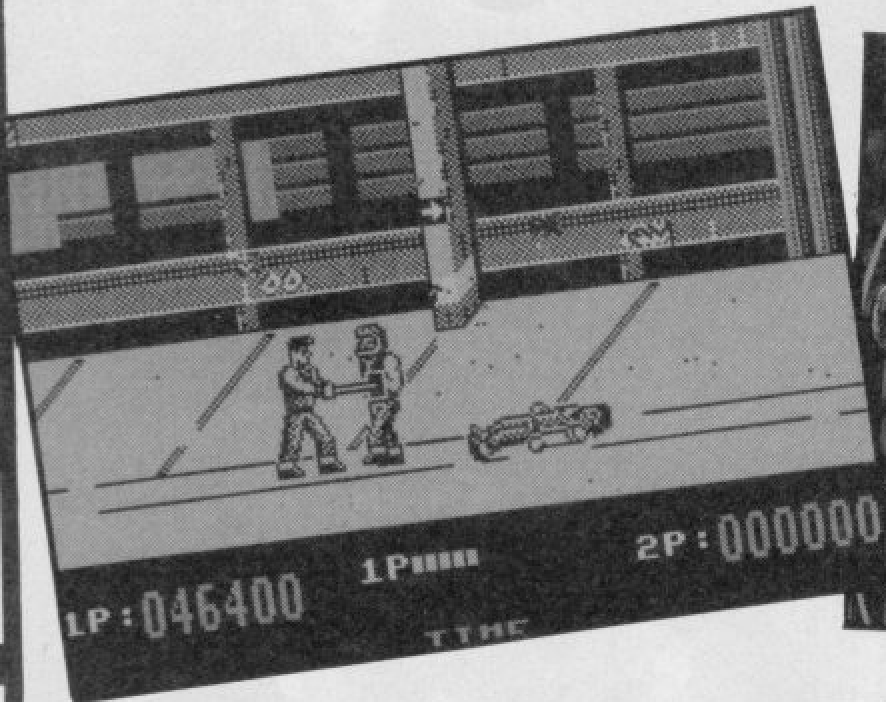


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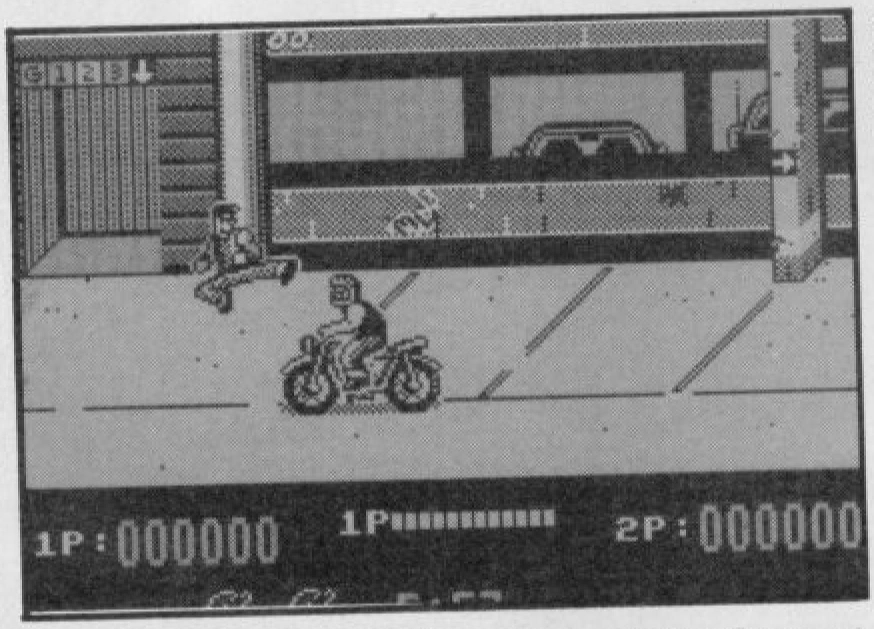
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TARGET RENEGADE







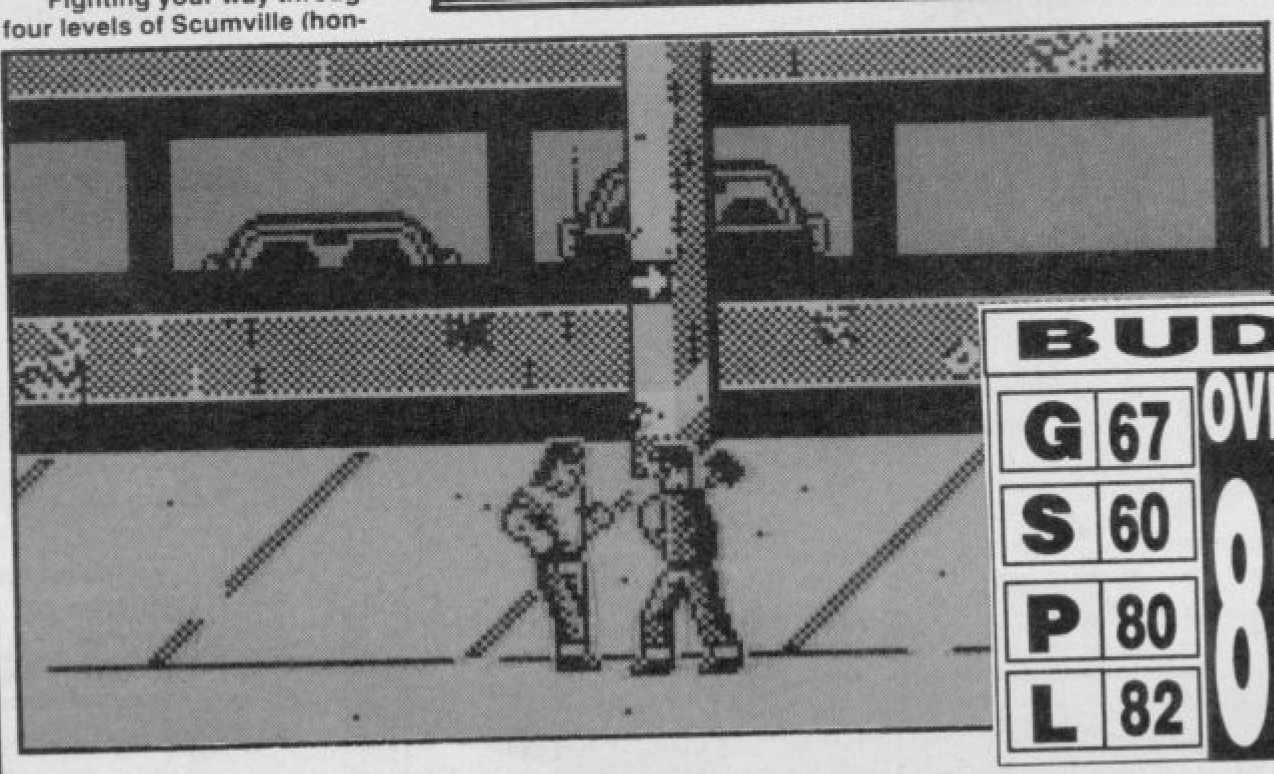
Sequel to Renegade (Ooh, no, I'd never have guessed, give me a drink of water), Target Renegade is in fact considerably better, and overall one of the best beat-'em-ups yet to appear. The charm lies partly in the way the programmers haven't spoiled the action by trying for over ambitious graphics, and partly in the way that mindless violence is brought to such a high peak of perfection.

Fighting your way through four levels of Scumville (honest) - multi-storey car park, street, park and shopping mall - the Renegade has a selection of gentlemanly fighting moves including jump kick, grab-and-nut, punch, back kick, to use against Mr Big's goons. Because the characters are monochrome and the background's only four-colour, you can concentrate on the action, which is fast and furious.

The enemies includes bikers, gun-toting pimps, hookers, skinheads and dog-handlers. The best part is that you can interact with objects such as motorbikes and sledgehammers - kick thugs off the bikes, pick up their sledgehammers and swing them at them. It's a gas!

In the end you encounter Mr Big in his bar, and if you can subdue him you're a better man than I am.

Target Renegade is a big challenge and a smooth ride. Give it a bash. Then give it a kick. Then jump on its head.



BUDGETFAX

G	67
S	60
P	80
L	82

OVERALL 81%

Top-flight bash 'em up action in a package that's better than the original.

Label: Hit Squad

CHRIS JENKINS

BORN AGAIN VIRGIN

Virgin Games have announced the immaculate conception of a new Publicity bod - Nicole Bakealoaf, sorry, Baikaloff. Virgin's latest will have a heavy workload working under Andrew Wright, whose recent promotion to Marketing Director has left a gap in PR that she'll fill admirably. Nicole will have lots of jobs on her hands, coping with the latest games from Mastertronic, Melbourne House, Infocom, and all the other spiffy labels under the Virgin banner. One of the original members of the Gang of Five, she's no newcomer to the world of computer games, with delft skills in graphics and drinking copious amounts on a regular basis. An excellent qualification if ever we've heard one. We're sure that the lovely, leggy, gorgeous, pouting Nicole will love dealing with all the wonderful people at EMAP! At least we hope so!



CAPTION COMPO

Hey you know what's it's like, one minute you're stuck in traffic on the M27 just outside of Bognor Regis, and the next you've had your trusty, Hillman Imp (ask your dad!) sucked up into a syringe and injected into the bloodstream of the President. Not only, that but some guy called Donald Pleasance has mysteriously appeared in the passenger seat, looking as though he's had his brain removed at a Tupperware party and wearing the most unhip-looking personal stereo that I've ever seen.

What can you say to him? What might he be saying and what exactly is going on? I certainly don't know but if you do and can make the members of the SU Crew laugh, then you could be looking at a bijou 40's worth of free software to keep you going over the long, winter evenings.

Just look at the wealth of acting going on here.

MY CAPTION IS: ➡

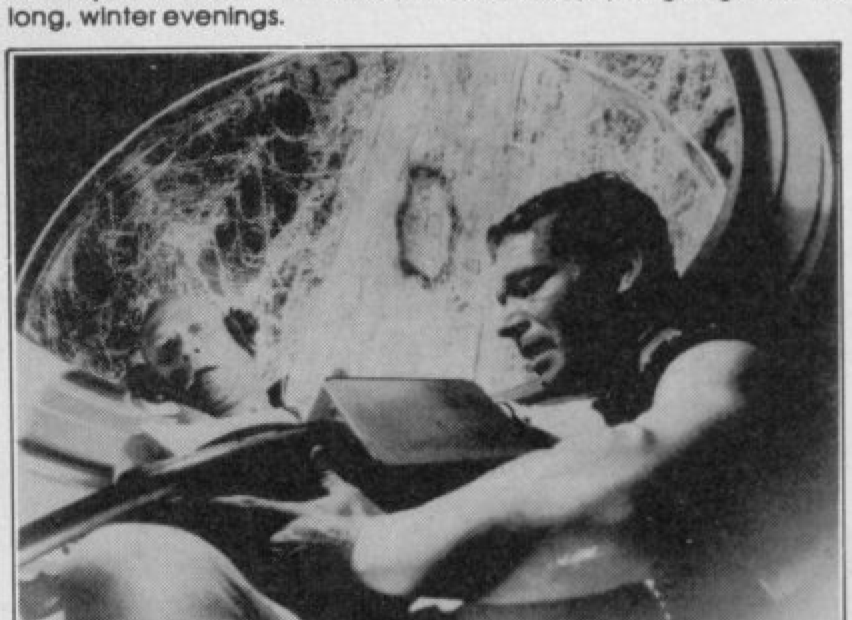
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Just send your funny captions, scenarios to CAPTION COMP, SU, 30-32 Priory Court, Farringdon Lane, London, EC1R 3AU to arrive here before the 18th of Dec.




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TAKE A SQUINT AT THIS!....

And you could win a fabulous prize in our SU photo contest, just by identifying the everyday objects depicted. But, uh-oh! - our crazy cameraman has snapped them from unusual angles, so you might have to put your thinking trousers on to get the right answers!



1 2 3 4 5

OBJECT 1

A) Personal stereo headphones for masochists.

B) Tool for removing particles of McPukeyBurger from the stomach or,

C) Police radar speed trap detector for maniac bike messengers.

OBJECT 2

A) One of Nigel Lawson's particularly unsightly moles

B) A rhinocerous's nipple or,

C) The cupola of an observatory for studying worms

OBJECT 3

A) One of Robocop's spare sets of ankles

B) A device for extracting boy scouts from horses' hooves or

C) A DIY reshaping device for people with enormous hooters

OBJECT 4

A) Hand-operated microwave oven for thawing frozen Mars Bars

B) Battery-powered replacement brain for trainspotters or

C) Infra-red device for closing the stable door after the horse has bolted

OBJECT 5

A) The socket used for hitching your Spectrum to a caravan,

B) Anti-tank missile launcher for boy scouts or,

C) Underpants smoke alarm in case of overheating when watching saucy bimbos in "Baywatch".

When you think you have the right answers, write them in BLOCK CAPITALS on the head of a pin, add the name and address of your psychiatrist and post it with a £10 cheque to; I'm Not Only Strange, I'm Gullible Too, c/o Garth's Happy Sunshine Holiday Fund for Underprivileged People Called Garth, SU, EMAP Towers, Olde Londinium. The winner (if we can find one) gets a pair of National Health reading glasses of our choice and a night on the town with Amanda de Cadanet (second prize, TWO nights on the town with Amanda de Cadanet).

COIN OPS

Ghost Hunters - Sega



Are you a Psychopathic Maniac, ready to take semi-automatic weapons into the street and wreck your bitter, twisted revenge on Society? If so, sit yourself down with a nice hot cup of sweet tea and make your way down to your local arcade for the idea cathartic experience for all you SWAT veterans. It's called Ghost Hunters. Sega's last electronic shooting gallery was called Line of Fire and had

This month, John Cook, our resident speed merchant and all round roving eye in the arcades, takes a look at the latest and greatest the honorable Japenese have to offer. Coin Ops means not having to say your sorry - ever!

Cisco heat - Jaleco





Ever wondered what it was like to pile down a road at billions of miles per hour, with the blue lights flashing, siren blaring, pedal to the metal? Of course you have - you've played Chase HQ, haven't you? But take the adrenaline of Chase HQ (and Special Criminal Investigation) and add some of the spice and dexterity of a race game - like Outrun. Now throw in some of the cosmopolitan atmosphere of downtown San Francisco and you've got yourself one hell of a game - called Cisco Heat!

You are driving in the Annual Police Rally, through the streets of 'Frisco, starting at the biggest landmark of them all, the Golden Gate Bridge. Start off in Low, keep the accelerator to the floor and, you're off, racing against California's finest and a fairly stiff time limit.

Flick into High gear as you zoom through the Toll Gates and along the freeway towards town. Negotiate a few gentle curves and then.....what???? A 90 degree turn? Yes folk, we are talking downtown USA here, and that means you

Addict Factor 94

are racing on a grid-like road layout. How on earth do you cope with 90 degree turns, John? Well - it would be tricky if Cisco Heat was a driving simulator, but seeing as the emphasis is very much on playability, you soon find you van throw the car around in the most outrageous manner, and still stay in one piece, ahead of the field.

Combine these thrills with the typical urban roller coaster landscape of the city and you have yourself one hell of a driving game - even more so if you play the sit-down version. Mortgage the cat to play this one!

Mosaic - Space



When is a Tetris clone not a Tetris clone? Ummm, when the judge in charge of the case has never heard of Gazza, probably. Still, as Tetris inspired games goes, Mosaic is really quite a bundle of fun. Sticking very closely to the original, you still have to make full lines across the screen by rotating shapes that fall down from the top of the screen. But this variant has two major changes. Firstly, single cube bricks may sometimes fall, with either an downwards arrow printed on it, or a sideways arrow. Press 'fire' and the single cube will grow by one unit



you mowing down regiments of foot soldiers, in a body count that ran into the tens of thousands. Bad Karma, babe. Ghost Hunters is much better in that department, in that you are exterminating things gloopy and ghostly, with a laser gun. Now isn't that better?

Up to three ethereal exterminators can get to grips with Things from the Other Side in this one, and the graphic style is suitably creepy without being OTT looking rather like the aliens out of Alien Storm, with a tad of Ghostbusters thrown in for good measure, perhaps?

Zap away to your hearts content, with the added bonus of fan-dabby-dozy laser effects superimposed ino the screen (yawn!). A sort of Beastbusters with a 12 certificate, if you get our drift. Not a classic then, but well crafted middle-of-the-road stuff. Worth some minor investment.

Addict Factor 76



in the direction of the arrow each time you press, up to four, whereby it cycles back to one cube. You can also convert any shape into a bomb that will destroy a section of bricks.

Many special screens have been designed to exploit these new features, which make an interesting, if not lasting, challenge to the Tetris veteran. A final difference is a two player option, that doesn't have you fighting against each other, only taking turns in placing the shapes. Hmmmmm.

If you liked Tetris, or found Klax to much like hard work, Mosaic will provide you with many hours of mindless pleasure. What more can you ask of a vid, eh?

Addict Factor 82

GP Racer - Sega

Another Motorcycle game from Sega, but a lot better than their last effort, Racing Hero. This time it's two player, each guy with a separate screen. The first time you look at the graphics, the game doesn't look that impressive, but when you actually get down to playing the thing, you appreciate that Sega have used a new sort of technology that enables them to produce convincing contours to the track - real hills, valleys and dales - adding a new dimension to the gameplay.

At the start of the game you have the option of selecting automatic or manual gearchange - if you go for manual (and that gives you more control) you find yourself using a couple of buttons on the left of the handlebars, by which you control the bike during the race. One changes up, the other down. Twist grip throttle control and brakes are on the right.

On the upright version you just move the handlebars left and right to control the movement of the bike - but there is a sit-down version where you have to lean the whole bike over to get round the corners. Fun stuff - particularly if you happen to be racing against a mate.

Computer opponents aren't particularly aggressive or obstructive, so this one's best played as a two player bash - and a highly recommended one at that. Borrow a leather jacket and go, go go, bro!

Addict Factor 88

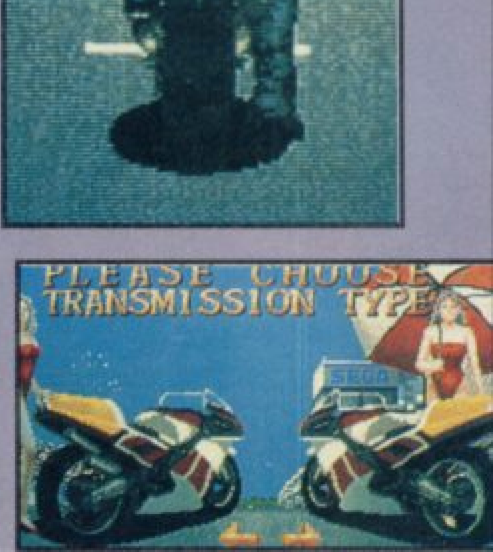


Cosmic Gang - Namco

Potty, aren't they? Not only do they enjoy being dragged along gravel paths on their botties and eating raw fish, they like doing silly things in arcades. Members of Parliament - no, no! The Japanese!

First it was bashing moles over the head in Sweet Licks, then giving Crocs the treatment in Whack a Croc - now we have live Space Invaders in Cosmic Gang. Yes folks, you use the laser gun to zap the zany looking aliens as they descend from their spaceship to grab your crates of energy. Barmy, yes - but not as physically satisfying as giving the small mammals GBH. But what the hell, have a go anyway!







THE 16 BIT CLASSIC NOW ON
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Available on Amstrad & Spectrum cassette & disk
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Screen Shots from Spectrum format.
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Telephone (0742) 753423





GOLDEN *axe*



Who's the meanest, most feared and despised being in the Universe then? Paul Daniels? No. Margaret Thatcher? Not even close. It's actually Death Adder the parliamentary candidate for Yuria. And why's that? It's because he's gone and kidnapped the King of Yuria and his daughter and looks as if he could be heading for a landslide victory at the election. If he even bothers to have one!

This is where you come in. You must get to Death Adder who's campaign headquarters are located deep within his castle and his whole army of goblins, skeletons, black nights, ogres and giant swordsmen stand in the way of you casting the final vote against Death Adder in Virgin's latest release Golden Axe. Hey, the price of democracy these days!

Golden Axe from Sega was possibly one of the best coin ops of the last two years which has seen licensed conversions made to the Master System and MegaDrive where it is currently the official number one game. It will soon be making it's way from consoles to computers with the sixteen and eight bit launch just around the corner. Therefore it is annoying that with the level of success that the game has attained, that the Spectrum version falls short of fulfilling its full potential.

It is a faithful reproduction of the coin op though, with up to two players selecting one of three characters; Ax=Battler the barbarian, Gilius=Thunderhead the head butting dwarf and Thyris=Flare, the high-kicking woman fighter.

Each of these colourful characters has limited proficiency with magic. You must collect potions as you go by kicking in the annoying little pixies to make them drop the bottles. You can even pick up food on occasion and gain back lost energy.

You must fight your way through various load-in levels to confront the dreaded Death. Along the way you can even knock goblins off their dragon mounts and ride them yourself.

All sounds pretty good eh? It's a crying shame about the graphics and the gameplay though. The speed of play is very fast - faster than the original product on either arcade or Megadrive, and this makes precise control difficult and the masks used for the characters, stand out against some backgrounds.

If it wasn't for the fact that Golden Axe is such a brilliant arcade game, there would be little criticism to make on what is a good representation of the game. Unfortunately, when the gameplay's difficulty is this noticable, there has to be losses. Golden Axe is one such disappointment.



SCORES

Graphics	61
Sound	74
Playability	67
Lastability	79

OVERALL 71%

An average conversion of a superlative coin-op that is marred by tricky control

Label: Virgin Price: £9.99/14.99

GARTH SUMPTER

REVIEW

art for arts sake



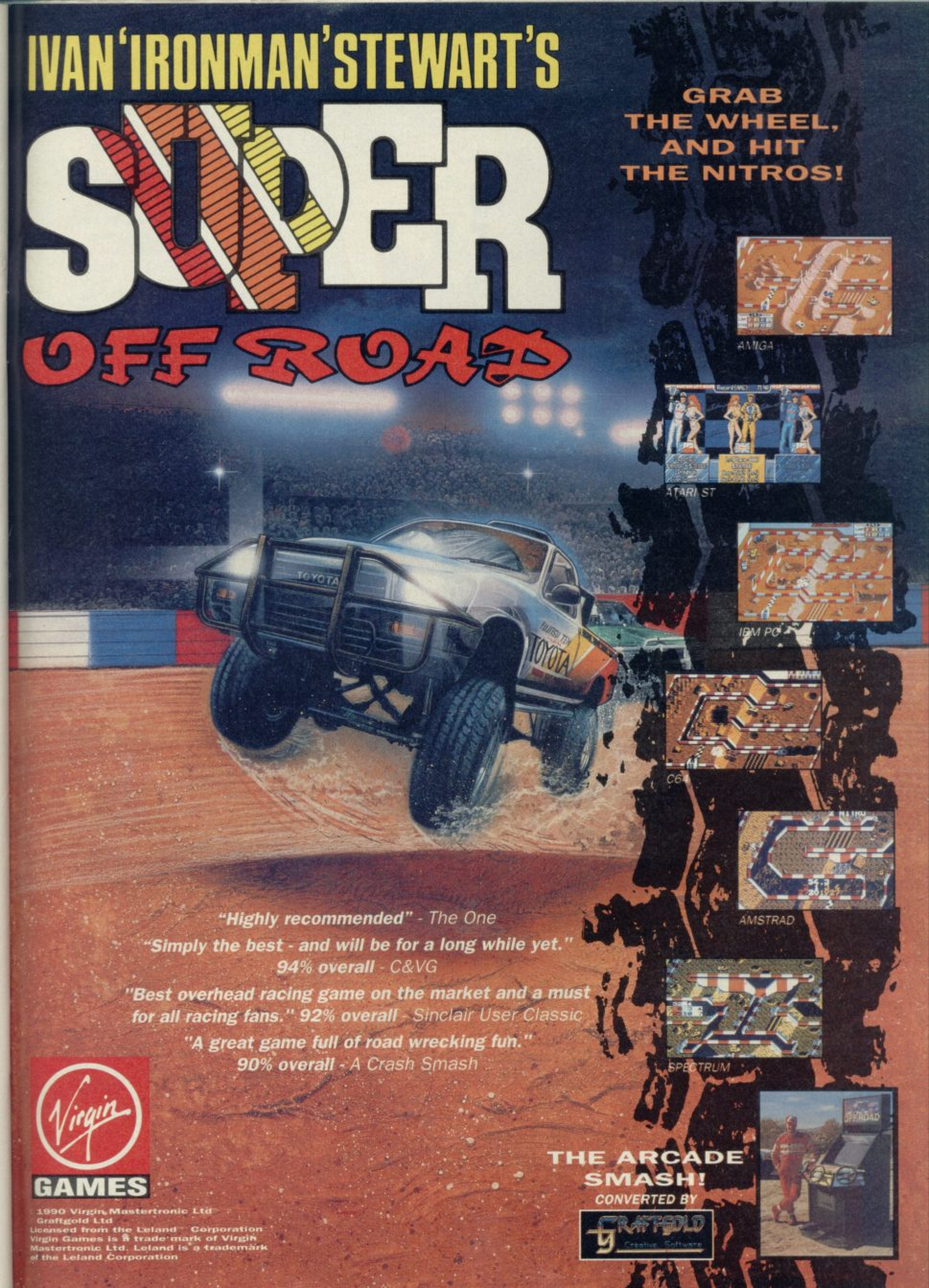
No doubt everyone has heard of those amazingly hard dudes at Datel. Oh yes you have! They supply just about everything that you can stick into the back of a Spectrum except sausages, which as you may have found out, do absolutely nothing to improve the performance of the machine but does give it a problem that it can get its teeth into and chew over for a while.

So why all the fascination with Datel then? Well kids, it's like this. For anyone that has a long, felt want (oh no missus don't!) or an artistic bent (fnarr!) or just likes drawing pictures (huh!), then Datel's OCP Art Package program could be just the thing you're looking for. It used to be good but now (we're told) its absolutely bloomin' crucial 'cos it's got a new Genius Mouse Interface which makes results even smoother and fabbier than ever. Not only do you get the software and the plastic - each system comes with a Genius mouse in its very own maternal and protective box. It's enough sexy arty gear to make Van Goch tear his ear off (pardon?) and Gaugan to go to

Interested? Well Datel have ten of their OCP Art packages up for grabs and to win one all you have to do is to design an add-on for the Spectrum. It can be serious or an imaginary item that you think would be of most use to you.

So, get out your best designer pencils, and get scribbling on your oh-so-clever drawing boards. Send your finished masterpieces to:

THE DATEL MASTERPIECE COMP, Datel Electronics, Govan Rd, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS. Entries must all arrive before the 18th December. Best of luck to all you Raphaels, Donatellos, Mi-

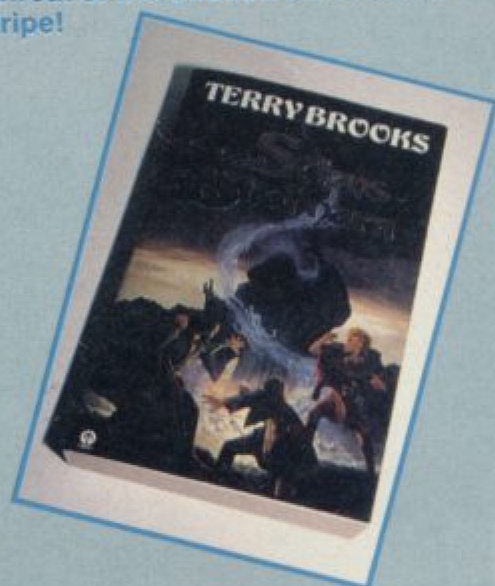

IVAN 'IRONMAN' STEWART'S
SUPER
OFF ROAD
GRAB
THE WHEEL,
AND HIT
THE NITROS!
AMIGA
ATARI ST
IBM PC
C64
AMSTRAD
SPECTRUM
"Highly recommended" - The One
"Simply the best - and will be for a long while yet."
94% overall - C&VG
"Best overhead racing game on the market and a must for all racing fans." 92% overall - Sinclair User Classic
"A great game full of road wrecking fun."
90% overall - A Crash Smash
Virgin
GAMES
THE ARCADE
SMASH!
CONVERTED BY
GRAFTGOLD
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SCIONS OF SHANNARA
Terry Brooks
Orbit £5.99

Sequel to the Shannara trilogy, this is the first of a second series set 300 years later. Don't you wish all these JRR Tolkien rip-offs would disappear into some magical pixie cavern of doom? What? You LIKE this sort of thing? Then you'll probably enjoy Par Ohmsford's efforts to save the Four Lands from the threat of the Shadowen. Dreadful tripe!



CRADLE
Arthur C Clarke and Gentry Lee
Orbit £3.99

Anything by old Arthur C., he of 2001, is worth a look - this mix of scientific speculation and thriller is even better for the input of NASA chromedome Lee. Marine biologists stumble on a secret which could reveal the origin of Man himself - unputdownable!

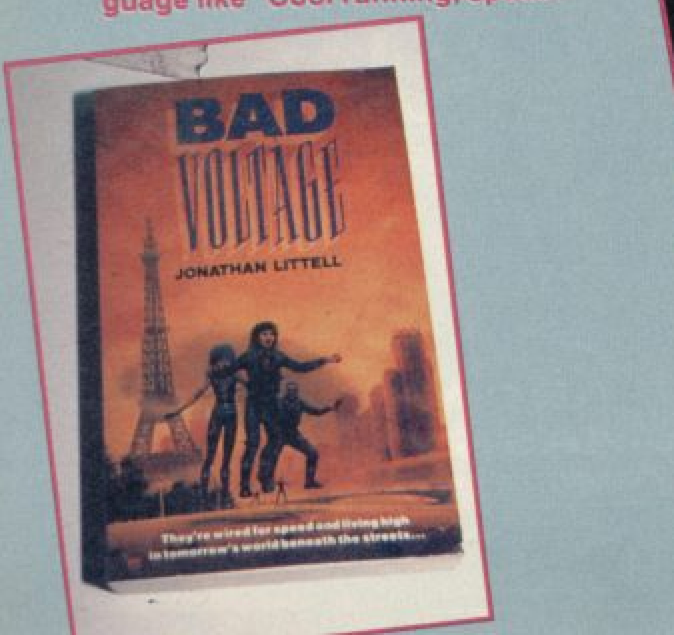
ERIC
Terry Pratchett
Gollancz £7.99

What! £7.99 for a paperback? Yes, but this is no ordinary paperback. Eric is the umpteenth Discworld novel, but this one's A4-size and full of gorgeous illustrations by Josh Kirby. The comedy yarn concerns demonological hacker Eric (14) whose attempts to do a deal with the Devil result in an unexpected trip to Hell, or thereabouts. Big yoks all the way!

BAD VOLTAGE
Jonathan Littell
Orbit £3.99

Jonathan Littell is only 19, but then Dad is a famous thriller writer. Bad Voltage is a cyberpunk-style saga of streetgangs on skimboots (antigravity rollerskates to you), caught up in heavy-duty urban warfare in future Paris. Good fun if you can get around the hip slanguage like "Cool running, spuds!"





CHECK OUT

VIDEOS

CBS/Fox want to make sure you have a jolly Christmas despite all the crud on the TV - just look at their line-up of special limited edition boxed set collections!

THE SCHWARZENEGGER SET includes Big Arnie in blood-and-guts thriller Commando, cop epic Raw Deal and sci-fi shocker Predator, all for £29.99!

THE STAR WARS TRILOGY is just that; light-sabres clash in classic science fiction in Star Wars, The Empire Strikes Back and Return of the Jedi for £39.95.

SCIENCE FICTION MASTERPIECES includes David Cronenberg's emetic the Fly, the classic Alien, and the great sequel Aliens, for £29.99 - don't watch these while you're eating your turkey!

THE TWILIGHT ZONE BOX SET includes twelve episodes of classic 1959 black-and-white TV science-fiction from Rod Serling - boxing androids in Steel, a flight into terror in The Odyssey of Flight 71, alien terror in The Hitch-Hiker and much more for £29.99.



TURTLE POWER

OK, you've eaten the pizza, you've bought the tea-towel, you've assembled the plastic kits and you've thrown up in the haversack - by the time you read this you may even have seen the film. But how do you demonstrate to the rest of the world your total and utter devotion to the Teenage Mutant Don't Say Ninja Hero Turtles? Try sending your friends a postcard. The TMNJ Postcard Book includes 24 radical tear-out postcards featuring the fun four Bob, Lionel, Kenneth and Vic (spot the deliberate mistake) plus their mates Splinter and April balanced by the benign baddies Shredder and his side (roundhouse) kick, Krang. The whole lot costs only £2.95 from Forbidden Planets and other wholesome retailers.

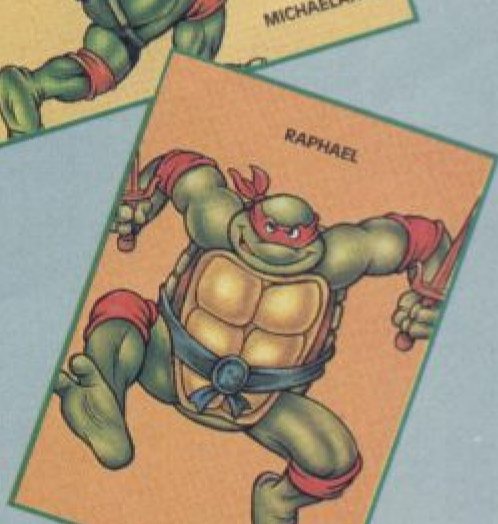












REVIEW

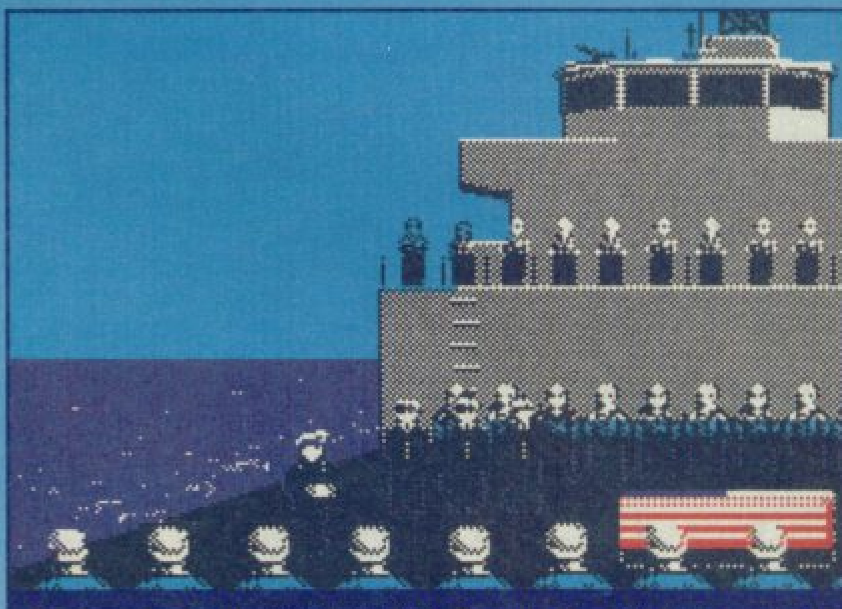
SNOWSTRIKE

These Columbian drug barons are boys, eh? And if there's anybody who deserves a good firm slap on the wrist in this day and age, it's these moustache-twiddling masters of the evil white powder that's corrupting the modern world. Anyone who's seen Miami Vice or Grange Hill will know precisely how serious the problem is. So, how do we put a stop to this terrible trade? Tougher customs control? Nah. More effective anti-drugs education? Nah. How about taking off in an F-14 Multi-Role Jet Fighter and giving Manuel Sanchez Domingo and all his powder-peddling pals a proper kicking? Yeah!

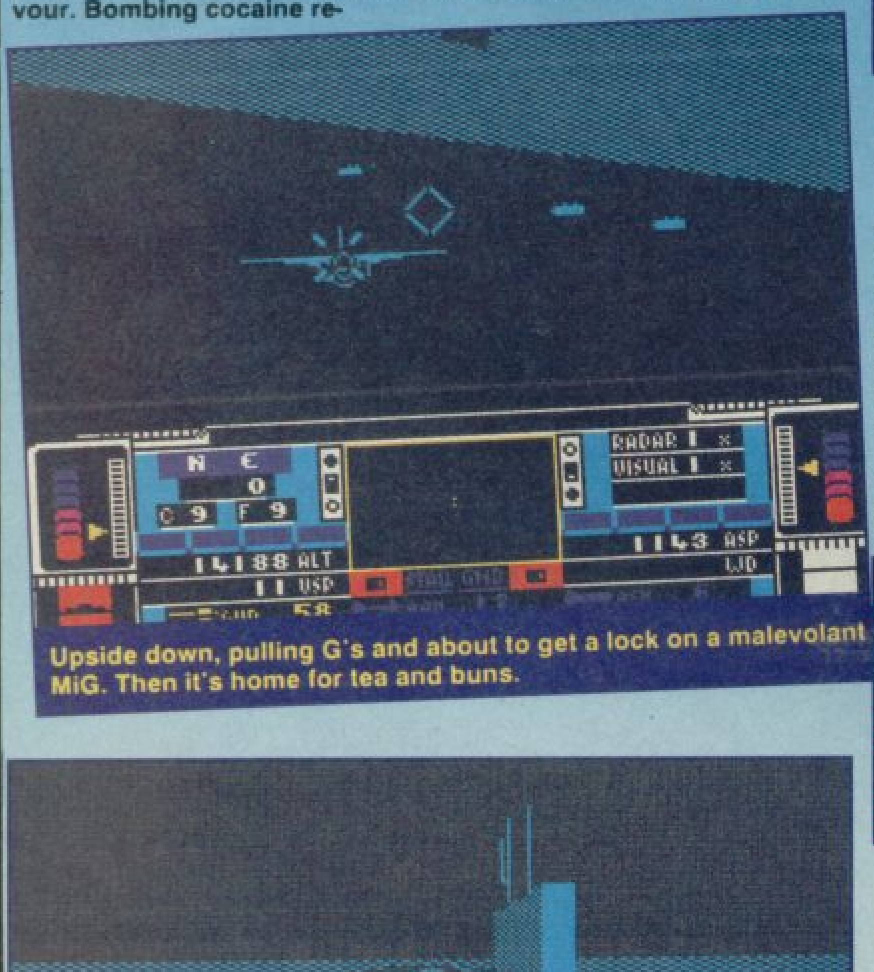
In Snowstrike you're the fortunate pilot of a state-of-the-art F14, and get to go out and drop bombs on these Hispanic Hitlers - and that's basically the rather lame excuse for yet another slice of combat flight-simulation action a la Strike Force Harrier, Fighter Bomber and, er... several other flight simulations.

Ten missions await you, all with a suitable drug-busting flavour. Bombing cocaine refineries, demolishing drug warehouses, terminating drug transports and sinking enemy aircraft carriers (because we all know that these drug lords use aircraft carriers all the time) all go towards halting the granular menace and earning you some juicy medals and commendations along the way. All you have to do is find the target, get a positive ID on it, and then blow some very big holes in it until it is no more. Then it's back to the airstrip or aircraft carrier from whence you came for a mutton tikka, a cold beer and start preparing for your next trip.

Along the way you'll come up against some marauding MiGs that need to be blown away, else they become a pain in the nether regions and may even shoot you out of the sky! But by clever use of the Control Room back at base (where you slide a bloke's finger about any push buttons to get information), you can pick the most convenient route to your target and thus avoid any unecessarya ggravation.

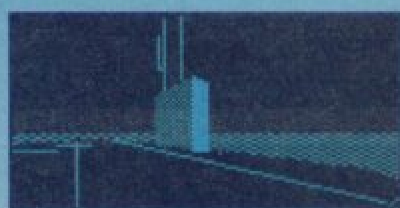


Oh dear, looks like you bought it. Despite the fact that you made a complete arse of the mission, you still get a burial at sea.

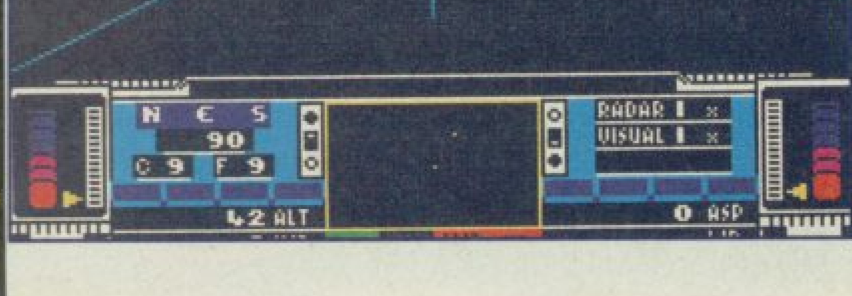


Upside down, pulling G's and about to get a lock on a malevolant MiG. Then it's home for tea and buns.

Anyway, that's about the long and the short of it. Despite its potential, Snowstrike falls short on action. There's not a great deal to do, and even less to see due to the blandness of the graphics. I spent hours flying about looking for drug fields, and all I found were these blank dark rectangles in the ground. It wasn't until I resorted to reading the manual that I found that those rectangles WERE the drug fields! Hardly instinctive gameplay is it? If it wasn't for the annoyingly repetetive graphics, Snowstrike might have been a bit more involving - as it is, it's so average not even the good ol' Nunkie Sam Versus The Bad Guys can save it. Zzzzzzzzz....







SCORES

Graphics	58
Sound	65
Playability	63
Lastability	60

OVERALL 65%

An average flight sim-come-arcade with very little skill involved.

Label: US Gold Price: £9.99

GARY 'MOUTH' WHITTA

RICK DANGEROUS 2 The Story So Far.....




... IGNORING THE FAT MAN, THE ALIENS PROCEEDED TO DISCUSS THE DETAILED STRATEGY OF THEIR IMMINENT TAKEOVER OF THE EARTH...
HEY, YOU'LL HAVE TO ELIMINATE RICK DANGEROUS TO HAVE ANY CHANCE!
..BUT YOU'LL HAVE TO UNTIE ME FIRST, IF YOU WANT ME TO CO-OPERATE...
'COS I KNOW EXACTLY WHERE TO FIND HIM!
O.K.. IT'S A DEAL, FAT ONE...
PARLIAMENT SQUARE..
The Late Night Sitting
FULLY LICENSED
..'EVENING JOSE, THE USUAL TABLE, PLEASE.
'EVENIN,' SENOR DANGEROUS,... SENORITA..

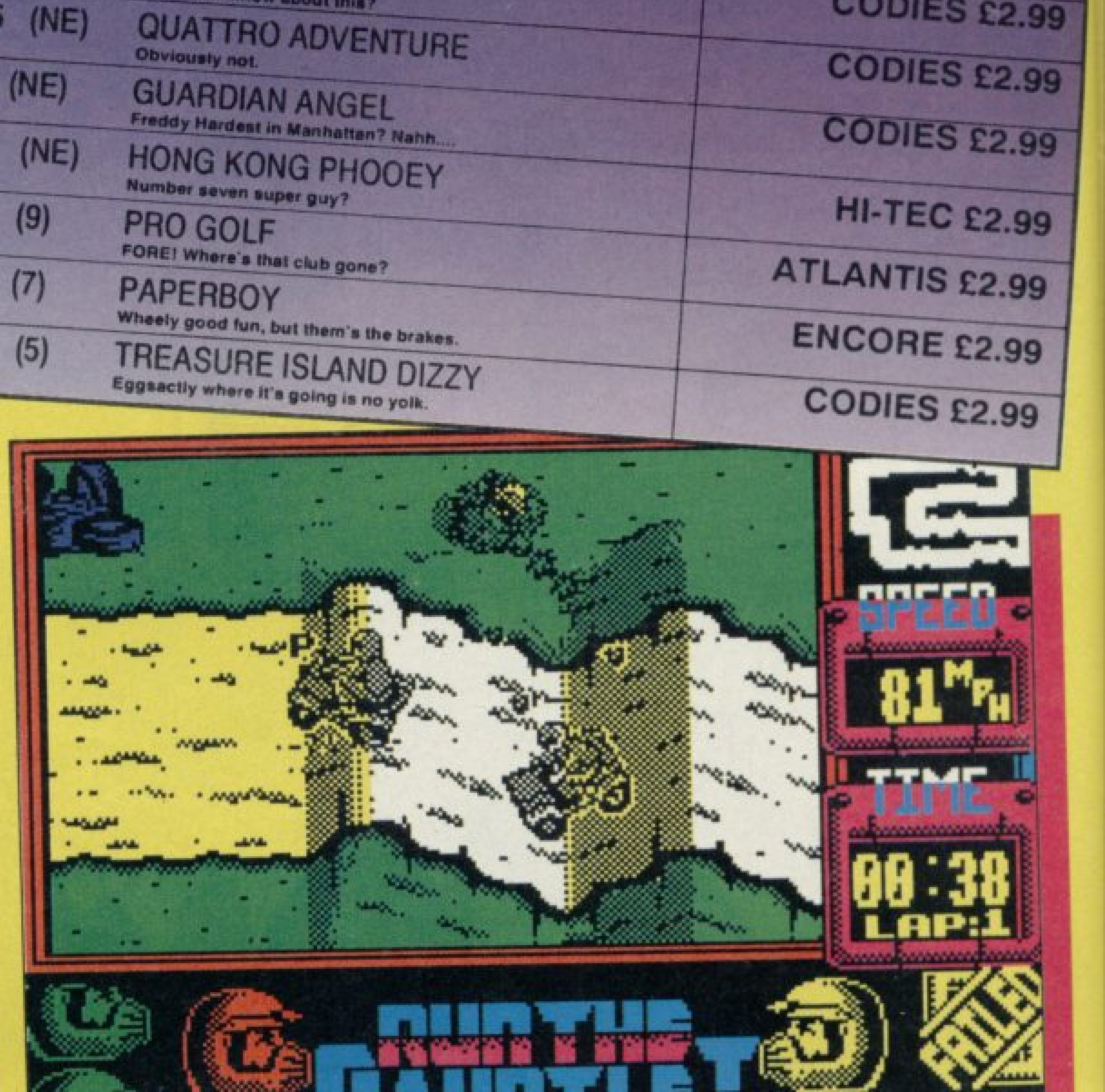


CHART

More slicing, dicing fun at the top this month, but apart from a barrage of Quattro stuff from the Codies, there's not a great deal to freak out over.

BUDGET TOP TEN

1 (1)	RASTAN More sword-slinging japes, with that hairy Barbarian!	HIT SQUAD £2.99
2 (NE)	RUN THE GAUNTLET You think you got what it takes, sucker?	HIT SQUAD £2.99
3 (6)	MATCH DAY 2 Back up the ladder - promotion in sight?	HIT SQUAD £2.99
4 (NE)	QUATTRO COMBAT Does Suzi know about this?	CODIES £2.99
5 (NE)	QUATTRO ADVENTURE Obviously not.	CODIES £2.99
6 (NE)	GUARDIAN ANGEL Freddy Hardest in Manhattan? Nahh...	CODIES £2.99
7 (NE)	HONG KONG PHOOEY Number seven super guy?	HI-TEC £2.99
8 (9)	PRO GOLF FORE! Where's that club gone?	ATLANTIS £2.99
9 (7)	PAPERBOY Wheely good fun, but them's the brakes.	ENCORE £2.99
10 (5)	TREASURE ISLAND DIZZY Eggsactly where it's going is no yolk.	CODIES £2.99



Cor, strike me pink, an' all that! Everything's still under the influence of Gazza mania! Don't you realise the World Cup is over and done with? Any-ways, it's pretty much the same old story this month, but next month'll be when the jellied eels hit the fan, and make no mistake, missus. If the Turtles ain't at the top, I'll eat Rob Swan's lunch (oh no you won't, matey! - Rob).

FULL-PRICE TOP TWENTY

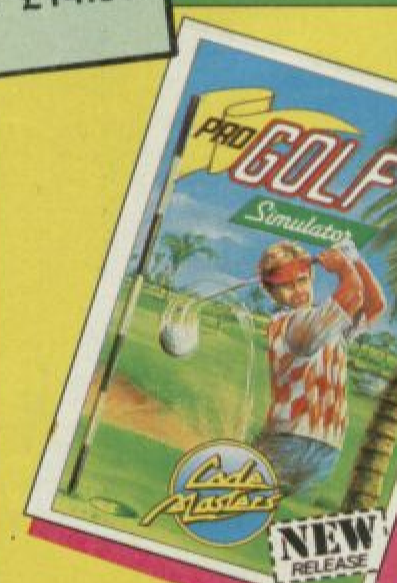
Pos	(Last)	Title	Publisher	Price
1	(1)	SHADOW WARRIORS That ninja dude sticks to the top!	OCEAN	£9.99
2	(NE)	BACK TO THE FUTURE II Backwards to the future, more like!	MIRR.SOFT	£9.99
3	(10)	MIDNIGHT RESISTANCE The resistance storms the charts!	OCEAN	£9.99
4	(2)	TURRICAN The warrior of the future's on the slide.	R.BOW ARTS	£9.99
5	(3)	CHASE HQ Oh, oh, looks like the car's in reverse!	OCEAN	£9.99
6	(5)	ROBOCOP Will it still be here when the sequel arrives?	OCEAN	£8.99
7	(6)	LORDS OF CHAOS Mystic magic and stuff abound!	BLADE	£9.99
8	(15)	GAZZA'S SUPER SOCCER Heard his record yet? HA!	EMPIRE	£9.99
9	(4)	MANCHESTER UNITED And next week, United v Mike Tyson...	KRYSALIS	£9.99
10	(NE)	SIM CITY Build your own city? Ooh, yes please!	INFOGRME	£8.95
11	(7)	BATMAN - THE MOVIE Still shaking his cape after all this time!	OCEAN	£9.99
12	(9)	RAINBOW ISLANDS And still no sign of Judy Garland anywhere!	OCEAN	£9.99
13	(NE)	ORIENTAL GAMES More karate kapers and kung-foolery!	MICROSTYLE	£9.99
14	(NE)	SUBBUTEO Finger-flickin' footy fun!	ELEC ZOO	£9.99
15	(17)	WORLD CUP SOCCER '90 Look, it's been over for ages!	VIRGIN	£9.99
16	(8)	EMLYN HUGHES INT SOCCER More of Emlyn's laffs and larks!	AUDIOGENIC	£9.99
17	(14)	ADIDAS CHAMPIONSHIP FOOTBALL Oh, sorry, ref, I didn't see you there...	OCEAN	£9.99
18	(NE)	KICK OFF 2 At last - the sequel! RAAAAY!	ANCO	£9.99
19	(NE)	CRICKET MASTER And not a sign of Ian Botham anywhere!	CHALLENGE	£8.99
20	(NE)	TNT Explosive Domark compilation to go with a bang!	DOMARK	£14.99

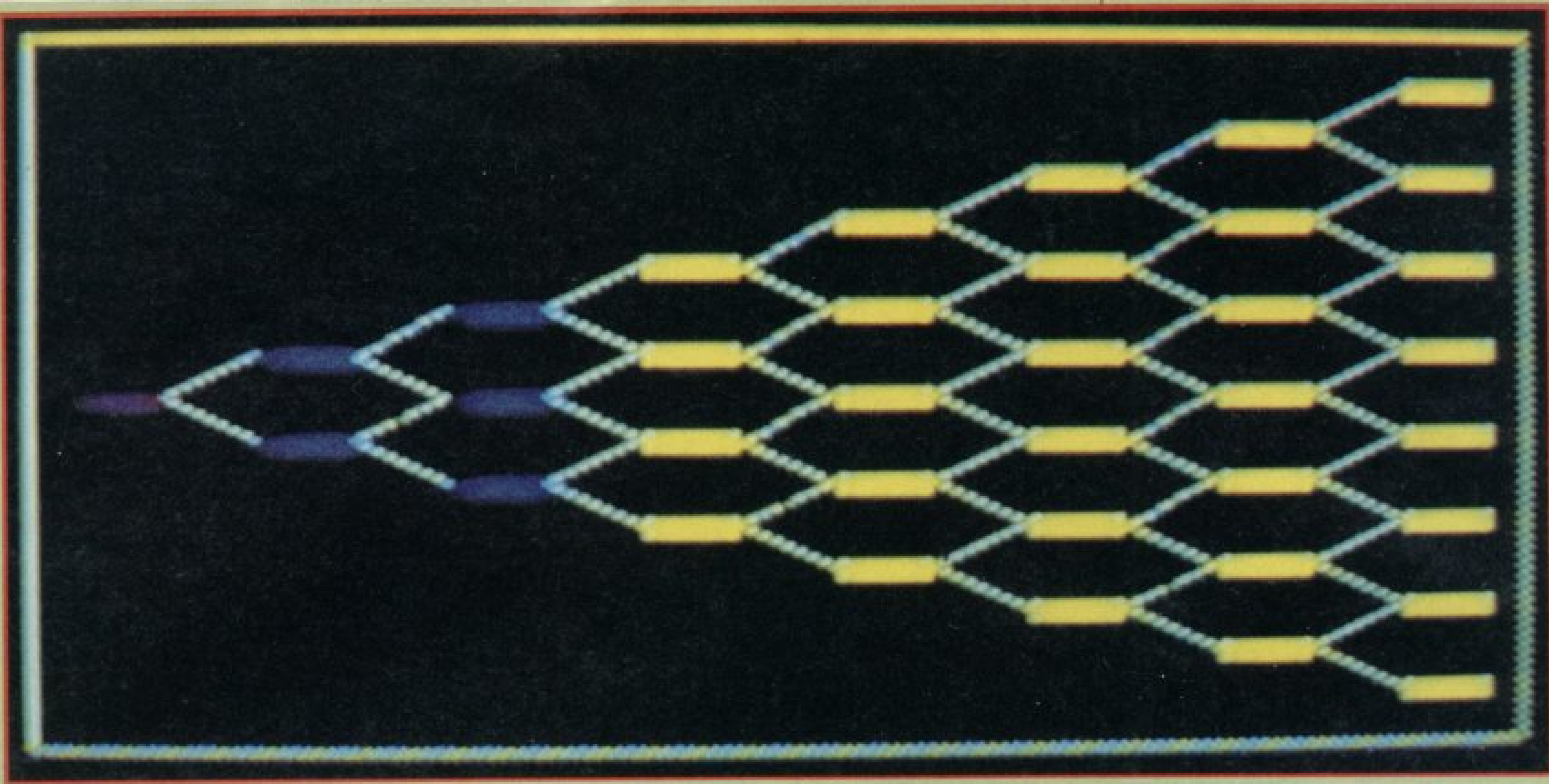












PUZZNIC

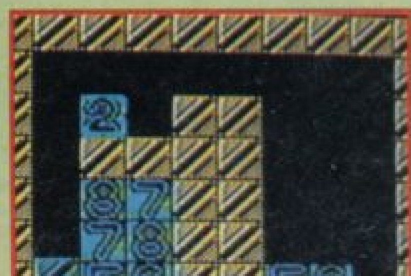
Do you ever feel that some of the best games that you can remember were more frustrating than being a one-armed man hanging from a cliff with an itchy bottom? No, well you obviously must take your genital cleanliness very seriously. And so you should 'cos cleanliness is next to godliness, eh kids?

So, whilst we're all taking good, clean, fun, let me introduce you to Puzznic, the very latest game to push past the big, corporate doors at Ocean. It's purely a puzzle game, whereby you must move squares around within a shape and by making blocks with identical symbols on them touch, make them curiously vanish. So where's the big frustration then, you may ask? Where's the itchy bottom and cliff-hanging analogy going to fit in? Well, it's like this. Puzznic is progressive. Very progressive. It's so progressive that it makes cross cultural marriage and positive discrimination seem dull be comparison.

Each successive level contains more puzzles and harder ones too by jingo! And the real thinking part comes in when you have large odd numbers of each type of block. Sometimes you will have to just sit and stare at a screen before you come up with a strategy and a lot of them involve manipulating blocks onto moving platforms and dropping them and then quickly moving another block before it hits the ground. Sounds complicated? It's not, it's just good, clean, honest to goodness annoying - but what a sense of achievement when you finish a level.







SCORES

Graphics	84
Sound	71
Playability	86
Lastability	90

OVERALL 87%

Brain-busting and frustrating fun. Exercise your brain not your trigger finger

Label: Ocean Price: £9.99

GARTH SUMPTER

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR SPECTRUM AT A TRULY UNBEATABLE PRICE!!



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Genius Mouse COMPLETE WITH OCP ADVANCED ART STUDIO

- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
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- Zoom in to add detail in fine mode. ● Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
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AVAILABLE FOR 48K/128K/+2/+2A/+3 COMPUTERS (PLEASE STATE WHICH WHEN ORDERING) NOTE THAT THE +2A COMPUTER HAS A BLACK CASE UNLIKE THE +2 WHICH HAS A GREY CASE. IT IS IMPORTANT TO STATE EXACTLY WHICH MODEL OF SPECTRUM YOU HAVE WHEN ORDERING.

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Lightwriter™



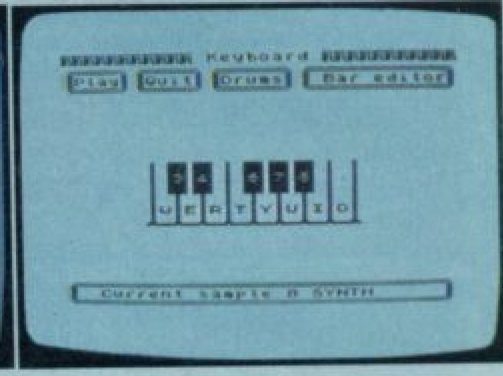
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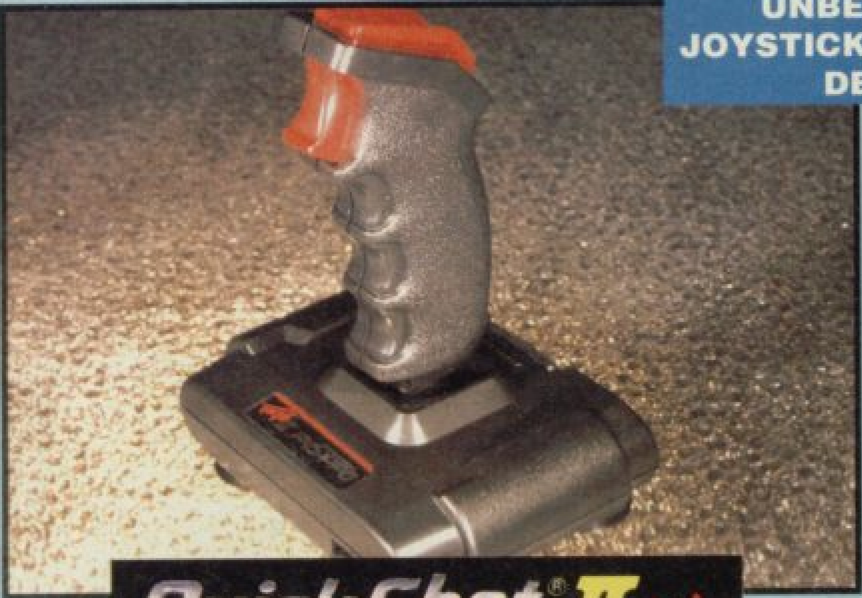
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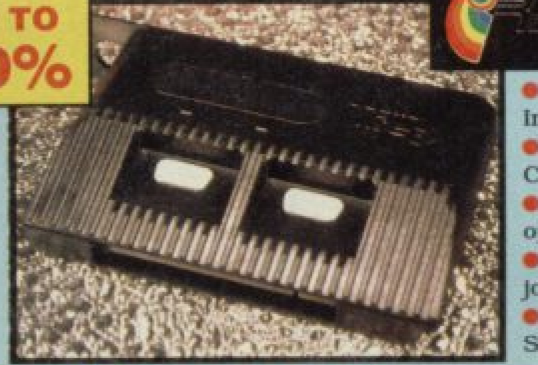
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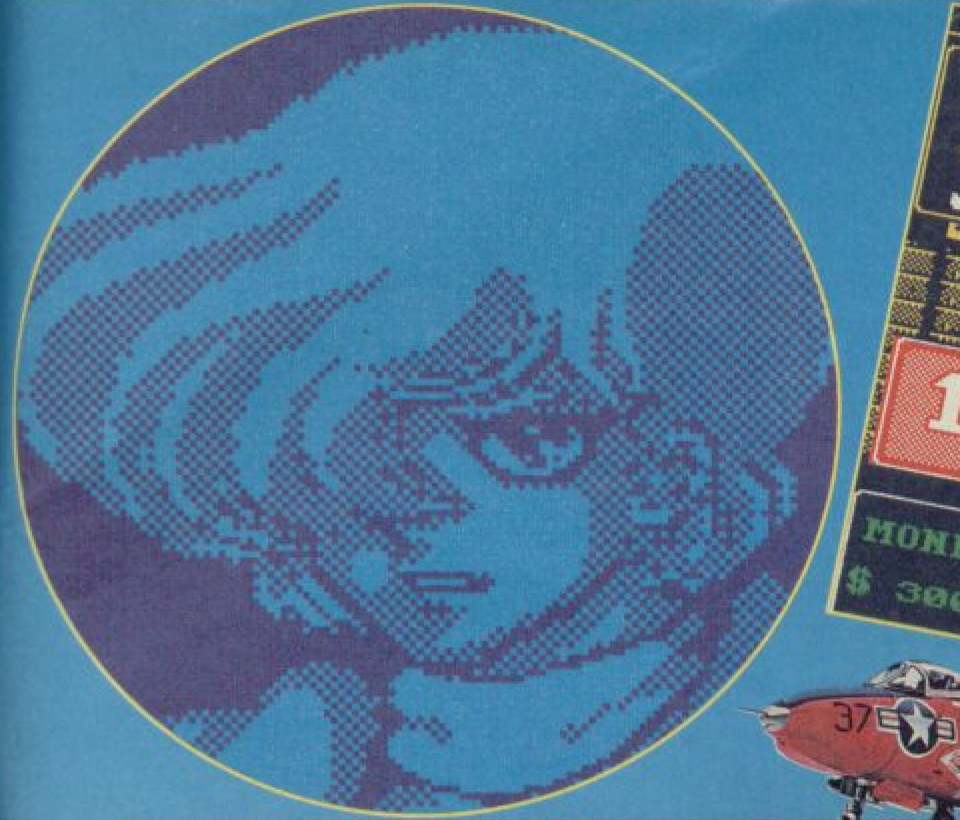
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UN SQUARDON

When you take on one of the biggest, flashiest, zippiest, bangiest coin-ops around, you can expect the computer version to be either an unqualified success or a massive failure. Weeeellll.... it's very hard to say whether UN Squadron is a success or not.

It's very colourful. It's very detailed. it's very busy. But is it actually playable, or is it just a screenful of sprites zipping around making fools of themselves?

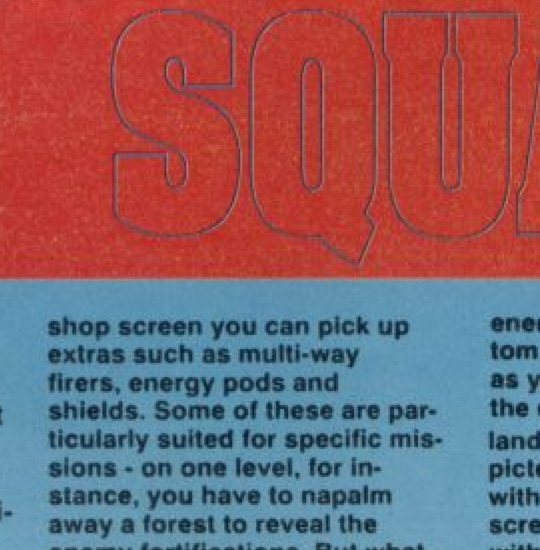
In case you don't know the plot (and heaven knows you should, we've previewed it often enough), the game involves three fearless aviators taking their death-dealing airyplanes into action against a ruthless cartel of international drugs dealers. This must all take place slightly in the future, because although the hardware is fairly contemporary (A10 attack aircraft and so on), in this game UN pilots have to dig into their pocket money to pay for extra weapons. Privatisation gone mad!

The three pilots, Shin, Mike and, er, someone else, each have a peculiar haircut and an enviable reputation for dealing death and mayhem in the service of humanity. It doesn't much matter which you choose to play, though; their planes perform in very much the same way, and the optional weapons available for each mission are the same. You start off with a simple cannon, and on the icon-controlled gunshop screen you can pick up extras such as multi-way firers, energy pods and shields. Some of these are particularly suited for specific missions - on one level, for instance, you have to napalm away a forest to reveal the enemy fortifications. But what you can add on all depends on what you can afford, and of course you accumulate dollars by zapping enemy targets on each mission.

The horizontally-scrolling mission screens are monochrome, with displays showing your special weapons, money, energy and level at top and bottom. Your aircraft banks nicely as you move up and down, and the enemy tanks, aircraft and land installations are nicely depicted, but the main problem with the game is that the screen just gets too busy - with fourteen helicopters, four tanks and eleven missiles flying at you at a time, there's not much skill involved. You just have to keep the fire button held down, shoot off all your smart bombs and hope for the best.

Each level - there are ten in all - features a megabaddie - on the first, a giant tank, the second a stealth bomber, the third a jungle fortress, the fourth a super land-carrier, and so on. Taking them on successfully is largely a matter of having enough special weapons left at the end of the level.

There's plenty to like about UN Squadron, but if you forget the nice crew and weapon selection screens and the impressive megabaddies, all you have left is a rather busy horizontally-scrolling shoot-'em up. Not a bad conversion, but the coin-op itself is a bit short on originality.





SCORES

Graphics	78
Sound	69
Playability	70
Lastability	64

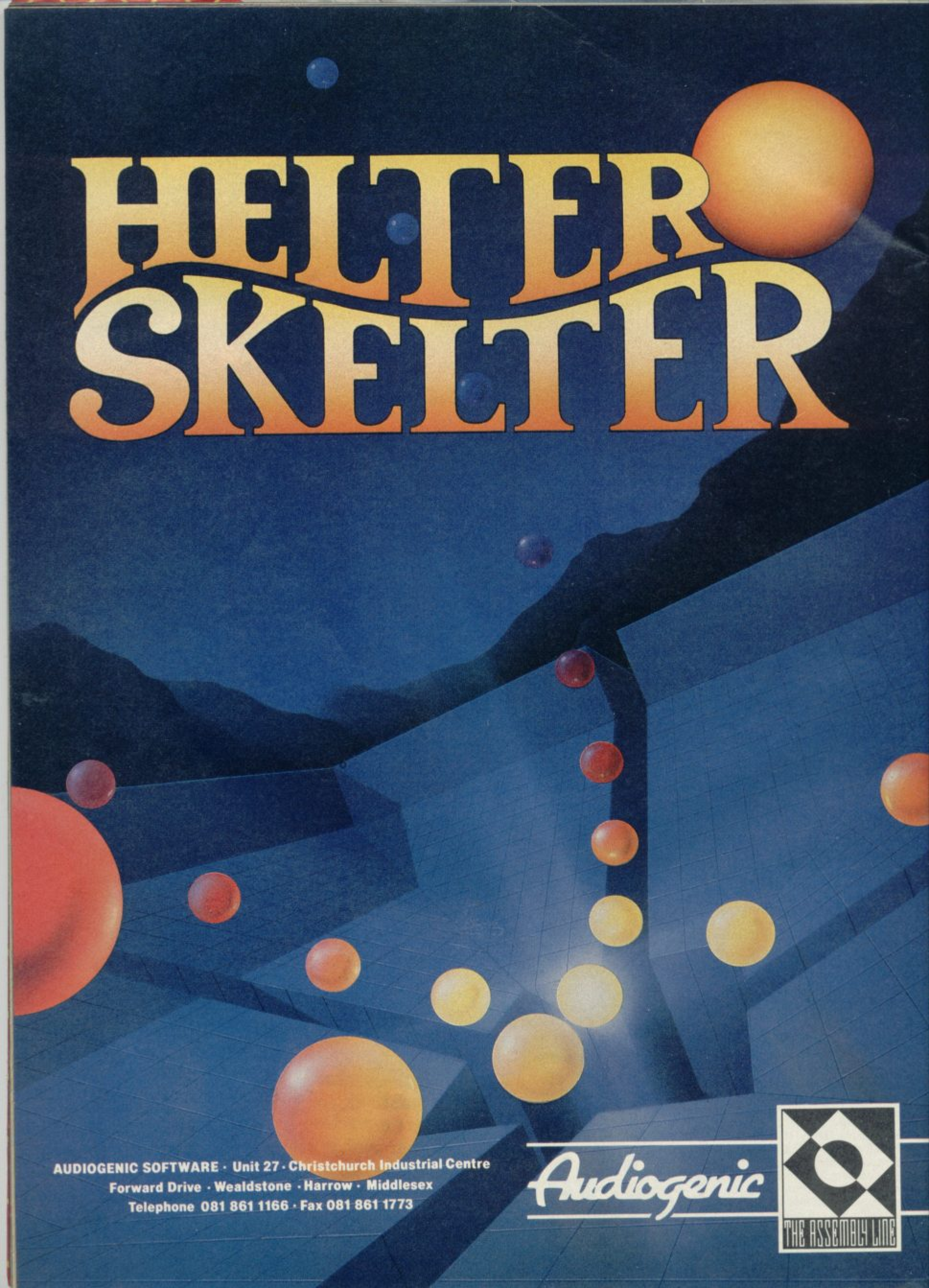
OVERALL 70%

A fair bash at bash at converting a coin op which is more flashy than facinating

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WIN! 5 Rock Hard Dwarves! Copies of Golden Axe

No doubt you've read the review of Golden Axe, you've played the arcade, read the book... and now! Win the Dwarf! Oh my god no! They wouldn't...they couldn't - They ruddy well would! To celebrate having finished Golden Axe, the ever so luverly, gorgeous, pouting and shouting, Nicole Bakealoaf at Virgin has kidnapped a whole er... (what is the collective noun for dwarves?) extended family of dwarves to give away as prizes in this exclusive competition.

Each dwarf is a staggering 45 cms high and.... Hang on a minute. Why have all these dwarves got cuddly looking faces and white beards? Oh no! I don't believe it! Looks like Nicole's been badly rolled at the gardening centre. I mean. They're all bloody Gnomes! I'll bet they're all called GNorm or GNeville. Pooh! Ah well, at least there's a couple of cool looking Gnomes that look slightly hard, especially that one with the saxaphone. And the one with the book could be reading "The Gnome's Guide to Avoiding Income Tax on Loss Making Gnomeish Vocations." No doubt some of the jobs covered would be something like, 'Sitting around all day fishing in a lifeless pond with a rod that doesn't have a line with a hook on', or 'Pretending to look industrious with a wheelbarrow' - You get the idea.
Anyway, if you should want one of these wonderful Dwarv.. er Gnomes, then just send us the answer to the following easy questions. Put your answers on a postcard and send them to: THE GREAT DWARF..er GNOME COMP, SU, 14 Holkham Rd, Orton, Peterboro, PE62 0UF all entries to be received by the 18th of December.
The first five correct answers pulled from the boot of the Editor's Cavalier will win a Dwar.., Gnome and a copy of GOLDEN AXE, with 5 runners up each getting a copy of the game.

1. What were the names of the Seven Dwarves in Snow White?

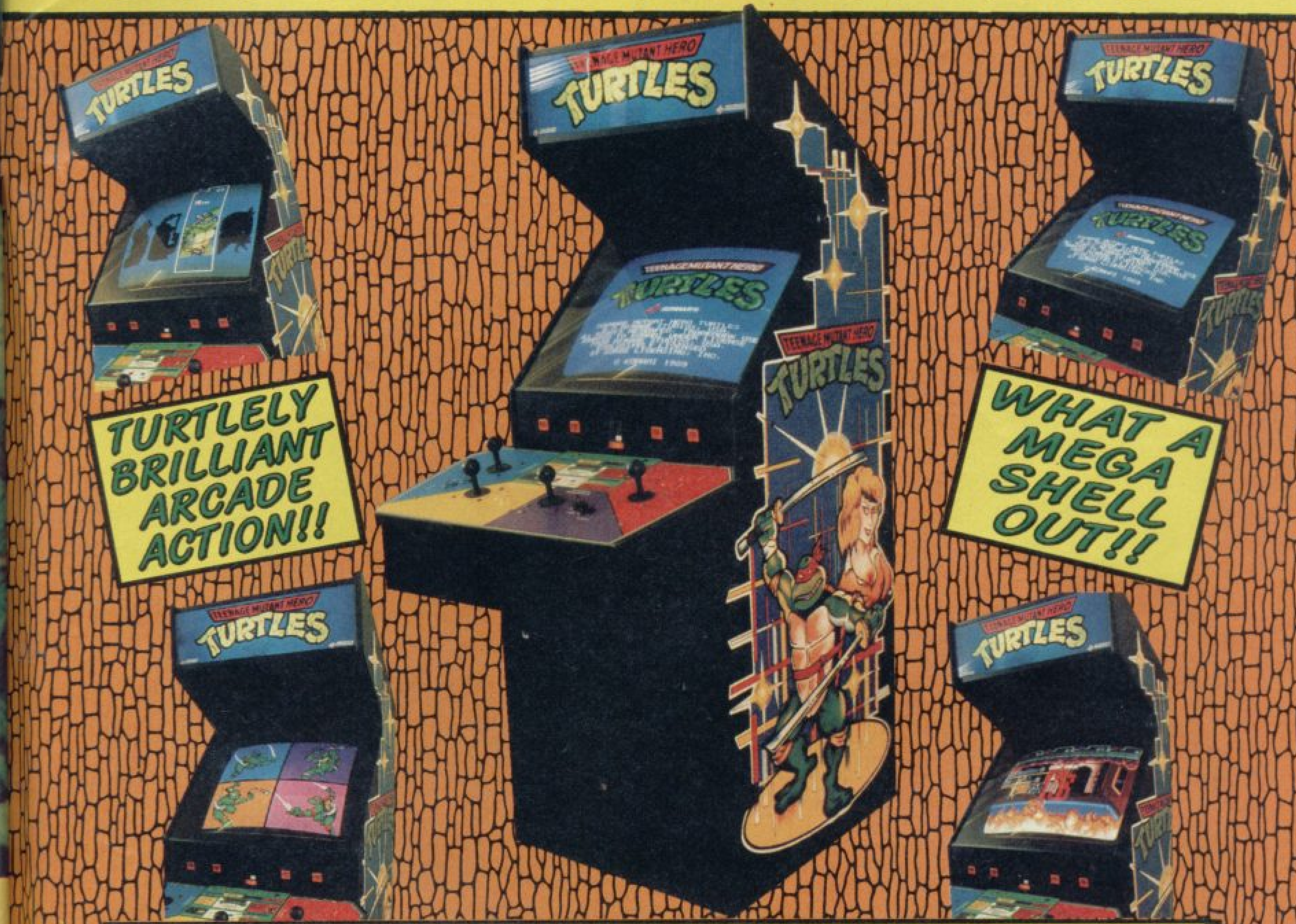
2. What is the name of the Dwarf in Golden Axe?

3. Which pouting P.R. person at Virgin can't tell the difference between Dwarves and Gnomes?





WIN THIS MEGA MUTANT MACHINE!



How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition!! If you'd like to become one of the Turtles and fight to save April O' Neil just call 0898 404640, play our easy quiz and you could be that winner!

With this game you could become...

Leonardo, the leader of the Turtles fights with a daisho weapon - play Blue and you could be him in this game!

If you pick Orange you must be a fan of Michaelangelo the Nunchuku turtle fighter!

The Purple player will fight with the Bostaff, because this turtle is the clever Donatello!!!

The turtle with the colour of red is Raphael, who is famous not just for his sai fighting but for his jokes as well!!

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PREVIEWS









LINE OF FIRE

A conversion of a coin-op which we can't say we've seen in our local chippie. Line Of Fire looks purty unusual and rather super.

It's a sort of cross between Operation Wolf and Gauntlet, with you fighting your way through hordes of enemy soldiers inhabiting an underground labyrinth.

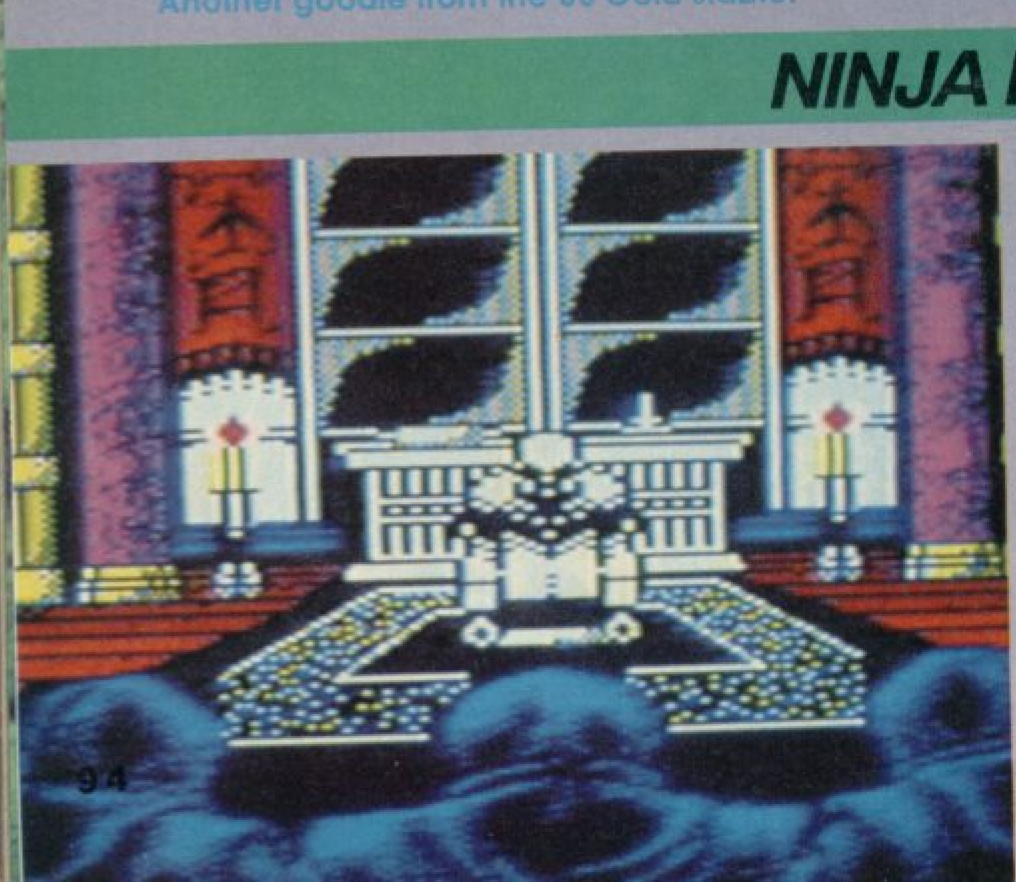
You also get thechance to snatch the world's most powerful gun-a Rapier, high velocity rapid fire machine gun which has been developed by a Middle Eastern terrorist organisation. Problem is, you have to steal it from underneath their noses - if you do manage to get it though, you can get to use it!

You also get the chance to travel to many exotic locations - and get shot at!

From what we've seen the 3-D scrolling is dead fast and smooth, and the end-of-level baddies look appropriately horrible.

Another goodie from the US Gold stable.

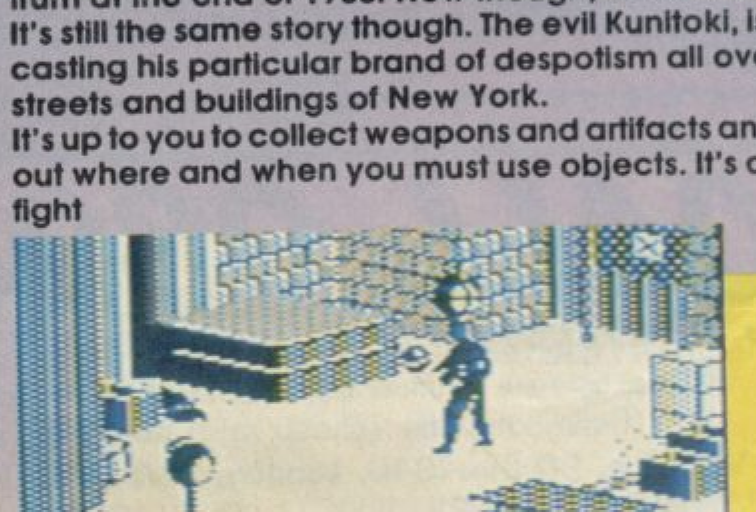
NINJA REMIX



System 3 have just announced the 'Remix' of Last Ninja II, So what have they done to improve it? Well it has a fully animated, full colour, introduction sequence, new music throughout all seven levels, a redesigned status area and all the thrills and spills of the original product which we first saw on the Spectrum at the end of 1988. Now though, it's 128K only.

It's still the same story though. The evil Kunitoki, is now casting his particular brand of despotism all over the streets and buildings of New York.

It's up to you to collect weapons and artifacts and find out where and when you must use objects. It's a long fight



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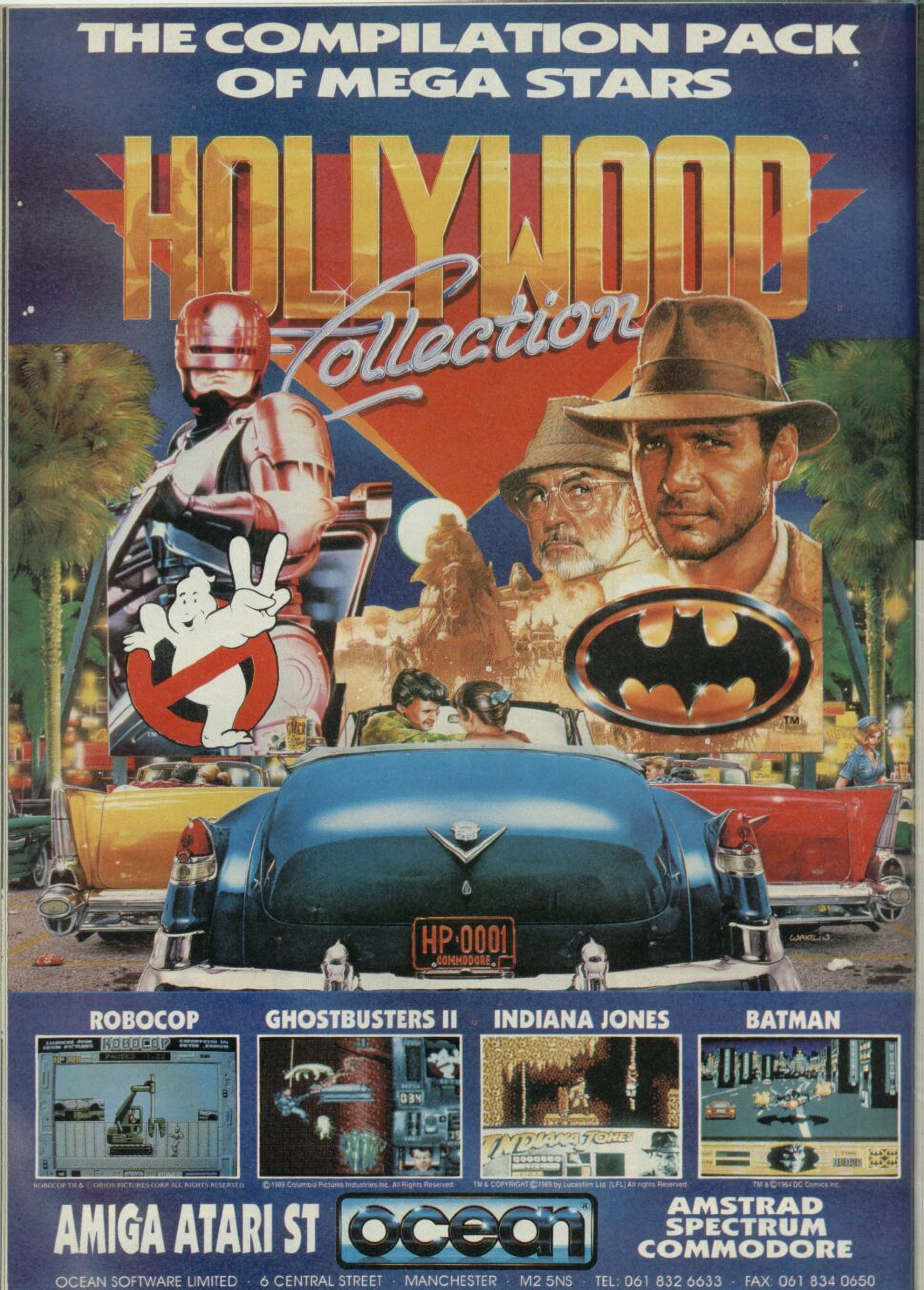
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